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DUNGEONS & DRAGONS®

CITYSCAPE™

An Essential Guide to Urban Adventuring

Ari Marmell and C.A. Suleiman

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A Guidebook to Urban Adventuring

Ari Marmell and C.A. Suleiman

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Prelude: Dead End

The cellar door banged open with a hollow crack, and the thief stumbled out into the night. His name was Selion, and most of the time he was considerably more graceful than this.

The floor of the alley was slick, wet from an early evening's rain, and the dampness seeped into the elf's thin frame almost immediately. He muttered a quick and quiet curse as a practiced kip-up brought him to his padded feet, which took at once to motion, carrying him down the alley and out of sight before the sound of his oath had even faded from the air. Around the corner, he allowed himself the briefest of moments to shake off the chill, and was gone.

* * *

It wasn't that the thief had been off his game tonight. Selion considered himself a master of his trade, and as such, rarely had what he would consider an off night. Under ordinary circumstances, he could be in and out of even the most secure of structures—taking precisely what he came for, and leaving no evidence of his passing—all in the time it takes to stall a wet horse after a good run. But of course, these were no ordinary circumstances, thanks to that damned Lord Marshal.

Ever since the incident with the Lord Marshal's daughter some months back, matters had grown increasingly more complicated for Selion in this city. Clients who had heard about that event became hesitant to call upon the thief's services, for fear of drawing unwanted attention from those who sought his head, and even long-standing contacts were beginning to dry up at a pace the elf found disquieting. Clearly, the Lord Marshal was sparing no expense in his effort to catch the "low cur" responsible for his daughter's condition.

As even the lowliest cutpurse can attest, any man in Selion's position has only three worthwhile options at his disposal: One can skip town, and hope that the reach of those with whom he is unpopular does not extend to his new destination; one can lay very low, and hope the matter blows over with time; or one can stand up to the pressure, and if the gambit pays off, reap a measure of respect from one's peers. Selion had decided to embrace a combination of the latter two—to hole up with a secret friend while making the occasional foray into the night—and the approach had been largely successful . . . until tonight.

The elf had chosen as his mark for the evening's operation a casual acquaintance of the Lord Marshal's; an aged windbag who dealt in antiquities and who seemed to be, judging by the state of his home, practically inviting theft. Initial reconnaissance revealed a thoroughly predictable (and stale) routine, compounded by a handful of so-called security precautions that would be child's play for any common cutpurse, let alone a master burglar like Selion. Once he was inside, however, it became stressfully clear that someone—the Lord Marshal himself, undoubtedly—had cautioned the human to increase his security.

And increase his security he had. . . .

A tiny, circular window on the top floor—barely wide enough for a child to pass through—was the weakness of design that ultimately permitted the thief entry. He knelt beneath that very window now, taking a moment to allow his nerves to settle into a relaxation he rarely permitted himself while on the job. His confidence came mostly from a pair of sweet sureties: That the worst was behind him, and that he would have plenty of time to search the house at his leisure. (Today was Vendorsday, and he had chosen to break in tonight because he knew Windbag was a creature of habit—one who had a habit of descending into the red light district every Vendorsday night, and just as habitually refusing to return until the wee hours.)

As was his custom, Selion paused for a moment, one hand on the pommel of his blade, to allow his eyes to adjust to the low light conditions, and as they did, bade them carefully scrutinize the surroundings. In the dim half-light, shadowy forms began to take shape: an oaken four-post bed with gossamer canopy; a wide hope chest set against the near wall; a sturdy dresser pressed against the far. He was in the bedroom of a young lady. Judging by the fabrics and the decor, she had probably seen fewer than fourteen winters. He could find out for sure with but a minute's search of her belongings, but he had more pressing matters to attend to. The valuables he would doubtless find in the master bedroom down the hall, for example.

Pushing the dresser's gently cloying fragrance from his thoughts (could that be lilac?), Selion crossed the breadth of the room in three silent strides and paused again at the door to the hall. Silence. The elf nodded to himself and quietly slipped into the hall, closing the door behind him as he did.

He now found himself next to the landing at the top of a lavish staircase that circled the edge of the home's spacious interior, winding the full two stories down to the first floor. Stepping to the railing, he peered over and took in the scene. From this vantage point, he could see with clarity what would be easy to miss, had he been standing on the ground floor: The central section of floor that was open to the vaulted ceiling was one large, stained glass panel. Although the lighting was poor, he could see that the scene depicted a slavering pack of hounds giving chase to a startled fox across a foggy lea, the silhouettes of several huntsmen in the woods beyond. Selion did a quick accounting of the panel's value, sighed at the impossibility of his leaving with it, and proceeded down the hall to the master bedroom door, his fingers tracing a path along the railing as he went.

What the thief found within gave him further pause. Although the rest of the home was maintained in a manner befitting the reputation of a well-to-do antiquities dealer—cleanly, attractively, and with not so much as a single sumptuous *cushion out of place—the master bedroom was an absolute mess by comparison. Clothing, sheets, and what seemed like reams of parchment were strewn haphazardly throughout, making a crinkled and colorful tapestry of the chamber floor. A faint odor wafted into the elf's nostrils then, and he struggled to recall its source. After failing to unearth it from memory, he pushed it too from his mind and set about his task. His first priority had to be the lockbox he was certain was in this room.*

When he located his quarry, as he knew he would, the elf snickered aloud. Only a human would have the nerve to hide valuables inside other valuables in such an obvious fashion; in this case, to put a strongbox inside a hinged-top dresser with a three-hundred-year-old lock.

Selion eased his tools into the lock that held the top of the dresser shut, and in a matter of seconds the hinged panel was free. He pushed the top up far enough to see a strongbox resting on a shelf inside, as he had suspected. The lock on the strongbox would surely put up more of a fight, but even modern locks were but a minute's work for a talent like his.

He elected not to move the strongbox from its hiding place, guarding against the presence of a trap that would be triggered if he did so. Instead, he went to work on the lock. As the last of a satisfying series of clicks sounded, the hasp of the lock fell away, allowing the strongbox to be opened. In that instant a silent alarm went off in Selion's mind, and out of instinct alone, both of his hands jerked back out of the dresser's top compartment. He almost wasn't fast enough. A second after that final click, a blade emerged from the bottom edge of the opening in the dresser with a hushed "shing," and the top of the dresser dropped back down with a concussive rattle, nearly slicing the thief's hands off in the process.

In a series of whispered curses, Selion let out the breath he had been holding while working on the lock. His surprise at having missed the trap, coupled with his growing frustration, caused him to abandon all pretense at subtlety. His intent had been to reclose and relock both the strongbox and the dresser before leaving (true to his calling card as a burglar), but now he just wanted to get what he came for and get out. With a couple of well-placed kicks, he smashed the top of the dresser to splinters. He rid the strongbox of its contents, and after a final quick sweep through the chamber, left by way of the door through which he had entered.

Back out in the hall, he found his escape route had been quickly and silently closed off during his quarrel with the dresser. There, in the hall between the master bedroom and the young lady's bedchamber, stood three vicious-looking dogs, the eyes of each one fully fixed with unshakeable intent upon the intruder before it. The hall now reeked of that familiar odor—the smell of canines. Selion knew he had scant seconds to formulate a plan.

Therefore, the plan was a simple one: Jump. Planting one hand firmly on the railing, the elf swung his legs high and vaulted himself out into the open darkness. The stained glass floor below him shattered as he dropped onto it. That impact helped to break his fall, as he knew it would, but the shock was nonetheless jarring, and his body tensed as he waited for needles of jagged glass to pierce his skin. But to his surprise, he had suffered only minor scrapes by the time he found himself on the cool floor of the chamber beneath the panel. There was no time to savor his skills as a tumbler, for even now, the growling dogs were lumbering down the staircase after him.

A quick scan confirmed that he was in the cellar. He had been in countless homes of this design, some in this very neighborhood, and one of the features they all had in common was a method of direct egress from the cellar. As the thought formed, he swiftly spun to fix his gaze upon the far wall, and there it was—a door. He pulled himself up, wincing, as shards of glass fell away from his clothing, and bolted for the exit at full speed, the howls of the dogs growing closer by the second.

The cellar door banged open with a hollow crack, and the thief stumbled out into the night. . . .

* * *

Only when he was certain the dogs were no longer in pursuit did Selion slow his pace to one more in keeping with the gait of a commoner. After a quick look around to make sure nobody was watching, he removed his cowl, stuffing it into the bag that now contained Windbag's valuables. With a satisfied smirk, he calmly doubled back the way he had come. Within a few minutes, he stepped out of yet another alley and came upon his friend's door. Seeing no activity in the area other than a pair of beggars shuffling along in the street, the thief slipped inside.

Seated at an oak table in the middle of the room were two men, each one grinning at the sight of Selion's surprised expression. One, a middle-aged dwarf wearing a skullcap, streaks of gray running through his rust-colored beard, was his secret friend, Pordo. The other was a tall, broad-shouldered human of about fifty winters, clad in finely tailored chain mail and a cloak emblazoned with a lion rampant.

Before Selion could whirl and escape back out the door, he heard sounds from outside as the human spoke.

"My men have the way blocked. You have nowhere to run," said the Lord Marshal.

"Good evening, Lord Marshal," said the thief, straining to retain his dignity. And then, to the other man, "Why, Pordo? Money?"

Still smiling, the dwarf slowly shook his head. "No, Selion, not for money."

"Why, then, old friend?" The elf asked, his voice suddenly like ice.

The dwarf's eyes narrowed.

"Because I have a daughter, too . . . old friend."

Introduction

Welcome to the *Cityscape* supplement, the latest and perhaps most unusual offering in the environment series for the latest edition of the DUNGEONS & DRAGONS® game. Unlike the previous entries in the line, each of which focuses on more traditional environments—arctic wastelands, sand-swept deserts, storm-tossed seas, and the like—the book you now hold endeavors to give the same treatment to the city, or the urban "environment." Indeed, running extended campaigns in and around a single city can often be even more challenging than doing the same in one of the wilderness environments. In order for your city to be an effective host for the player characters, it must be as three-dimensional as they are, and more. People, locations, policies, factions, laws, districts—they all have to be considered, if the DM wants to keep things smooth and engaging for the life of his game. In short, his city must truly *live*, and that's quite a daunting task for any DM. It is the purpose of *Cityscape* to make such a task far less daunting. Whether you've run numerous urban campaigns or this is your first foray into a city-based story, this book contains all you need to spin a dazzling world of vibrant, colorful adventure for yourself and for the players.

THE CITY REVEALED

Like other sourcebooks in the environment series, *Cityscape* is intended as a comprehensive reference for campaigns highlighting a particular set of themes, stories, and ideas. When running an urban campaign, DMs should benefit from having this book by their side as much as they do from having the *Dungeon Master's Guide*. As such, this book is organized in as modular a way as possible, to better aid the busy Dungeon Master in finding precisely the material he needs, precisely when he needs it. What follows is a chapter-by-chapter summary of the book's contents.

Chapter One: The Scope of the City examines the fundamentals of city design and structure. After a brief overview of city living, this section launches into a discussion of cities by type, and includes such archetypes as the capital city, the military city, the slaver city, and the trading hub. Following a similar analysis of cities by nontraditional culture and location, the chapter focuses on the characteristics of the city itself, from design features like sewers and wall fortifications to environmental hazards, such as sinkholes, plagues, and even arcane pollution. The bulk of the remainder of the chapter examines the various sorts of districts found in many urban settings. This is primarily a chapter oriented toward the Dungeon Master, but players should find it useful as well.

Chapter Two: The Urban Adventurer takes us inside the design of those who would be our story's protagonists—the player characters. The chapter provides tools for playing characters who are more heavily urban in feel, and includes urban-oriented skills, feats, and spells. A thorough discussion of the acquisition and maintenance of contacts rounds out the material presented in this chapter. Obviously, most of the material in this chapter is highly player-oriented.

Chapter Three: Politics and Power discusses, as one might expect, city-based governance, politics, and organizations of various kinds. It examines the various types of government, and how those governments affect life in the city, as well as what sorts of offices and duties come with each system of government. Noble houses, guilds, and organizations of various stripes are also detailed, each accompanied by a new prestige class designed to embody its group's nature. The material in this chapter is useful and relevant to both players and Dungeon Masters.

Chapter Four: Events and Encounters goes deep inside the numbers, offering examples of a variety of antagonists and NPCs with whom the characters might one day negotiate and/or tussle with on the streets of your city-based campaign. Classic archetypes are presented in multiple versions, to provide good contacts or challenges for PCs of any power level, and include such figures as the city watchman, the thug, the noble, the craftsman, and the angry mob. The section rounds itself out with a smattering of new monsters, ready-made for city campaigns. This is entirely a Dungeon Master-oriented chapter.

Chapter Five: Running the City focuses on providing advice to DMs about how to run urban campaigns. It discusses the importance of history in a city, and how history drives ongoing stories, which dovetails into an analysis of the city as an adventuring environment, including how-to tips on dungeon crawling and ways to keep the setting "alive," by means of NPC and location management. The chapter concludes with an overview of city crime and punishment. Most of the material in this section is, of course, intended for Dungeon Masters.

WHAT YOU NEED TO PLAY

Cityscape makes use of the information in the three core rulebooks—the *Player's Handbook* (*PH*), *Dungeon Master's Guide* (*DMG*), and *Monster Manual* (*MM*). This book also draws on or references information in other supplements, including *Dungeon Master's Guide II*, *Unearthed Arcana*, and *Heroes of Horror*. Those titles make excellent support references for urban adventuring, but they are not required in order to make full use of *Cityscape*.

CHAPTER ONE

THE SCOPE OF THE CITY

Illus. by D. Bircham

The first thing to consider as a Dungeon Master planning an urban campaign is what truly makes a city. Cities proper differ from other communities in many ways, but population is the primary factor. However, the numbers stated on Table 5–2 in the *Dungeon Master's Guide* represent average city populations and can vary depending on the campaign. If you decide to adjust the numbers, you should retain the relative sizes of communities. For example, if your world is populated with roughly twice as many people as is assumed in the default fantasy setting, simply multiply the numbers in the table by 2. In such a case, a thorp could contain up to 160 adults, while a large city might contain as many as 50,000 adults.

A city's "persona" also makes it unique. Unlike smaller communities, which tend to resemble their surroundings, a true city has a character all its own, developed by the people, ideas, and events that have shaped its history. This persona manifests itself in the city's physical characteristics, such as its layout and architecture. An urban center planned in advance, using a traditional grid shape, is going to look and feel different from one that developed organically over time. Most cities are divided into districts whose character and layout reinforce the overriding persona. A city with several mercantile districts, for example, is clearly focused on commerce, while one with an embassy district is likely a capital or other politically active urban center.

A complete breakdown of district types, and the typical features of each, begins on page 34.

ALIGNMENT

A fundamental aspect of any major urban center is the moral and ethical outlook of its populace. The alignment of a city's power center (*DMG* 138) is certainly influential, but the overall attitude of the city's inhabitants, known as the community alignment, is separate from that of any leader or group of leaders. A given city's community alignment depends not only on the mindset of its leaders, but also the history of the region, the indigenous cultural mores, and even the local geography. Specific individuals have their own alignments, but the community alignment represents the city's overall cultural outlook.

In most fantasy settings, the default community alignment is lawful, representing a popular consensus to follow local laws and traditions. Often a city's outlook has no bias toward good or evil, which is typical of humans in general. A typical campaign also assumes that humans are the dominant race. Cities founded or dominated by nonhuman races could have very different attitudes, often reflecting the typical racial alignment (such as chaotic good for elves or lawful good for dwarves).

Consult the table below when randomly determining the community alignment of any sizable urban center—typically, a community larger than a small town.

Community Alignment

d%	Alignment
01–20	Lawful good
21–28	Neutral good
29–36	Chaotic good
37–61	Lawful neutral
62–67	Neutral
68–69	Chaotic neutral
70–89	Lawful evil
90–95	Neutral evil
96–100	Chaotic evil

Cities by Type

The following example cities serve a dual purpose. Each has a name and demographic detail so it can be dropped as-is into almost any campaign. An example city can form the basis for long-term urban adventures, or be simply a brief stopping point for PCs on their way to some other destination.

These entries also serve as models, much like the terrain material in prior environment books. Each demonstrates the most typical features of its function, whether military, commercial, or political. You can simply replace the names and details with your own, or construct your own cities that follow similar patterns.

BLACKWALL (THE MILITARY CITY)

Large City: Nonconventional (military tribunal); AL LN; 40,000 gp limit; Assets 42,554,000 gp; Population 21,277; Integrated (45% human, 40% dwarf, 7% halfling, 5% gnome; 3% other).

Blackwall stands atop a high mesa, affording it a commanding view of the surrounding terrain. It is one of the greatest military outposts of the kingdom of Kaddas (see Kaddastrei on page 18). The city was built on the site of what was once a simple village, called Blackwell for its dark waters. After Kaddas chose to construct a military fortification here, the name shifted to Blackwall—a title that confuses outsiders, since the city's imposing defenses are not particularly dark-colored. Blackwall has a small trading bazaar, but its primary purpose is to watch for invading and monstrous forces.

The great city does have a ruling noble—at this time, a duke with blood ties to the king of Kaddas—but his role is largely ceremonial. The true power center is a tribunal of officers led by the most senior general of Blackwall's army. The city functions entirely under martial law, with soldiers acting as both police and protectors.

ARCHITECTURE

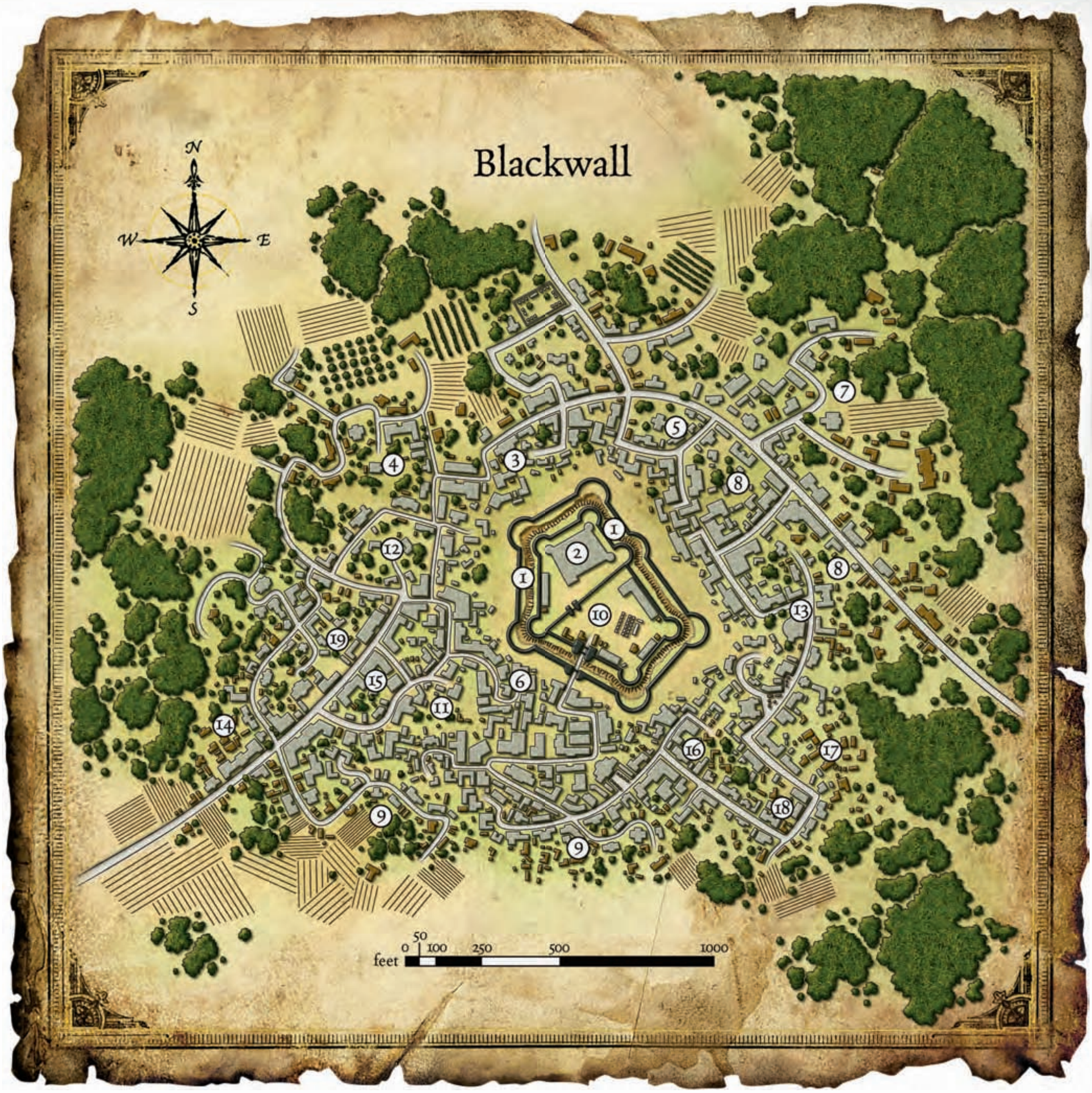
Blackwall's construction emphasizes function over form. The buildings in this military city consist mostly of stone, and the few wooden structures are far away from important edifices or tactically significant routes. The roofs of major buildings (and even most homes) are built flat to serve as archery platforms or even, in the case of larger structures, bases for heavy projectile weapons. Most such roofs are crenellated to some degree, providing some cover to citizen-soldiers firing on invaders. Buildings have narrow windows—the better for shooting through without making oneself vulnerable—and heavy doors built

VIVE LA REVOLUTION!

When the moral or ethical outlook of a community differs enough from that of its power center for an extended time, the city is on the verge of revolution.

In game terms, the likelihood of unrest depends on the degree of difference between the community alignment and the power center's alignment. If the two differ by one or more steps on both the moral and ethical axes, the city is in danger of upheaval. An example would be a power center that is neutral evil while the community alignment is lawful neutral. A city is also potentially unstable if one alignment component differs by two steps between the power center and the general population. For example, a populace whose community alignment is chaotic good can tolerate a lawful good power center for only so long, chafing under its restrictions even while sharing its moral outlook.

These are not hard-and-fast rules but rather tools for you as DM to create storylines involving a potential revolt. The nature of this unrest depends on how the populace and its leadership disagree. If the people are law-abiding and good-hearted, but are under the thumb of a ruthless despot, they would likely first try to remove the offender without destroying the foundation of their system of government. An utterly self-serving populace governed by a group of moral zealots might well bring the whole regime crashing down.



to withstand battering. Various buildings contain hidden stockpiles of weapons. Citizens know where to go to arm themselves against attack, but invaders will have a devil of a time locating these caches. In certain districts, corner buildings and houses hold large piles of debris on roofs or in alleys, or structures feature extra outer walls that can be easily collapsed. This rubble is ready to be pushed out or toppled over at a moment's notice, forming barriers against attackers moving through the streets.

As might be expected, Blackwall displays less variety in visual styles than other cities of its size. This doesn't mean that its citizens make no attempt at aesthetics, however. The upper classes practice what is best described as "military chic." Private homes are built to resemble fortifications, perhaps far more often than they need to be. Wealthy homeowners prefer to decorate primarily in dark hues, with occasional splashes of color depicting various banners and ensigns.

Even in those districts where foreigners are relatively common, the styles of other nations are largely absent. Many noncitizens, feeling the weight of suspicious eyes, prefer to blend in rather than draw attention to themselves.

LAYOUT

Military cities typically have wide avenues as their main thoroughfares, but very narrow side streets. This layout forms the optimal combination of offensive and defensive capabilities. Wide main streets enable the city government to move large numbers of troops or cavalry swiftly, but they also permit invading forces to do the same. Narrow crossing streets and alleys serve as ambush points, from which defenders can launch swift guerrilla attacks and then retreat to bolt-holes the enemy cannot reach or find.

Some military cities, especially those built as staging grounds, use a simple circular grid pattern. This layout lets marching troops reach the city gates quickly and easily. Others, including Blackwall, are more concerned with defense. The city streets form a twisting web of avenues and alleyways: They turn or even dead-end for no apparent reason, and a given street

INTERLUDE: A RESEARCH EFFORT

Sometimes PCs have esoteric questions they can't answer themselves—"What's the answer to the dragon's riddle?" "How do we open the Mystic Gates of Shurengaul?" "What are the weaknesses of the demon that nearly killed us?" In short, they need to do research. Fortunately, the city has numerous storehouses of information, from the desks of wizened sages to the scrying pools of high priests to the libraries of wizards' colleges.

In game terms, the PCs have to find an NPC sage willing to make a Knowledge check on their behalf. Making such a research effort is a two-step process. First, the PCs must locate someone with the relevant Knowledge skill (often through a Gather Information check, with better results discovering more knowledgeable sages). Then they must pay the price that the sage demands.

Make a Knowledge check for the sage as soon as the PCs pose the question they want answered. If the check doesn't succeed, the sage explains that uncovering the answer will require research (delving into private libraries, consulting with colleagues, and so on) and describes how much time and money such efforts will take. Such research translates into a circumstance bonus: A day spent in research and consultation earns a +2 circumstance bonus, a week increases the bonus to +4, and a month boosts it to +8. Sages charge by the day, so eking out a higher circumstance bonus gets progressively more expensive.

To find an appropriate sage, consult the following table. The higher the Gather Information check result, the more sages PCs can locate with appropriate learning in the necessary Knowledge skill. (Sample sages are described after the table.)

FINDING A SAGE

Knowledge Skill	Gather Inf. DC	Sages
Arcana	10	Olorana the wizard
	15	Above plus Antragaus Sorlomoon, Hannadi the Raver, Hiro Saru, Jenishi the Learned, Rasputek Walks-Between-Worlds
	20	All above plus Banshastra the Weaver
Architecture and engineering	10	Durnek Stonemaul, Clyranna Jannau
	15	Above plus Master Orvidius
	20	All above plus Hannadi the Raver
Dungeoneering	10	Gori Kau the Pale
	15	Above plus Clyranna Jannau
	20	All above plus Hrun Stoutstride
Geography	10	Karkalle the master cartographer, Plauthrus of the Quill, Rhenna Twinbraid
	15	Above plus Captain deVorn
	20	All above plus Trinna Suspire
History	10	Rhenna Twinbraid
	15	Above plus Yarush the Younger, Trinna Suspire, Baron Brannack
	20	All above plus Hiro Saru
Local	10	"Twitch" Montague, Master Orvidius, Baron Brannack
	15	Above plus Anadra the scribe, Gradaun the herbalist
	20	All above plus August Meridichi
Nature	10	Banson Verdrum, Captain deVorn, Disciple Nalla
	15	Above plus Laarai, Druid of the Stones
	20	All above plus Gradaun the herbalist
Nobility and royalty	10	Castellan Phirripal, Trinna Suspire, August Meridichi
	15	Above plus Jenishi the Learned, Yarush the Younger
	20	All above plus Baron Brannack
The planes	10	Zaruthek the Mad
	15	Above plus Franthus Elgenne, Banshastra the Weaver
	20	All above plus Rasputek Walks-Between-Worlds
Religion	10	Disciple Nalla, Anadra the Scribe, Banshastra the Weaver
	15	Above plus Plauthrus of the Quill, Hrun Stoutstride
	20	All above plus Sagacious Chandra

SAMPLE SAGES

Feel free to rename and otherwise alter the following examples to fit the needs of your campaign.

Anadra the Scribe: Knowledge (local) +20, Knowledge (religion) +15. Responsible for recording day-to-day history for one of the city's temples. Charges 150 gp for basic consultation, plus 75 gp for each day spent in research.

Antragaus Sorlomoon: Knowledge (arcana) +20. Head librarian at wizards' college. Charges 300 gp for basic consultation, plus 100 gp for each day spent in research.

August Meridichi: Knowledge (local) +25, Knowledge (nobility and royalty) +15. Organizer of the city's town criers. Charges 300 gp for basic consultation, plus 150 gp for each day spent in research.

Banshastra the Weaver: Knowledge (arcana) +25, Knowledge (the planes) +20, Knowledge (religion) +15. A powerful loremaster might not have the same name for its entire length. The locals know how to find their way around. For intruders, though, the bewildering layout is as effective a defense as any curtain wall. Someone standing at the gate might be able to see Blackwall Keep, the city's administrative center, but would be unable to easily reach it.

Even before they reach the city gates, though, enemies must battle their way through two concentric rings of defensive fortifications: an outer layered wall and an inner stone wall, with a spiked moat between the two.

Blackwall Map Key

The keyed locations on the Blackwall map indicate various districts of the city. For a general discussion of these features, see City Districts beginning on page 34.

who lives in her own tower. Charges 500 gp for basic consultation, plus 200 gp for each day spent in research.

Banson Verdrum: Knowledge (nature) +15. Farmers often pay for his weather predictions. Charges 4 gp for basic consultation, plus 50 gp for each day spent in research.

Baron Brannack: Knowledge (nobility and royalty) +25, Knowledge (history) +20, Knowledge (local) +15. As a noble, the baron is obsessed with genealogy. Charges 500 gp for basic consultation, plus 225 gp for each day spent in research.

Captain deVorn: Knowledge (geography) +20, Knowledge (nature) +15. Sea captain renowned for long voyages of exploration. Charges 150 gp for basic consultation, plus 75 gp for each day spent in research.

Castellan Phirripal: Knowledge (nobility and royalty) +15. Court vizier known for expertise on matters of etiquette. Charges 4 gp for basic consultation, plus 100 gp for each day spent in research.

Clyranna Jannau: Knowledge (dungeoneering) +20, Knowledge (architecture and engineering) +15. Designer of the city's storm-sewer system. Charges 250 gp for basic consultation, plus 100 gp for each day spent in research.

Disciple Nalla: Knowledge (religion) +15, Knowledge (nature) +10. Spent years as a missionary before settling down to a life of academic study. Charges 5 gp for basic consultation, plus 50 gp for each day spent in research.

Durnek Stonemaul: Knowledge (architecture and engineering) +15. Dwarf miner of great repute. Charges 3 gp for basic consultation, plus 50 gp for each day spent in research.

Franthus Elgenne: Knowledge (the planes) +20. Academic known for his extensive, nigh-unintelligible vocabulary. Charges 400 gp for basic consultation, plus 150 gp for each day spent in research.

Gori Kau the Pale: Knowledge (dungeoneering) +15. Operates from simple shop in middle-class neighborhood. Charges 4 gp for basic consultation, plus 50 gp for each day spent in research.

Gradaun the Herbalist: Knowledge (nature) +25, Knowledge (local) +20. Owns herbal remedies shop frequented by city's rich. Charges 450 gp for basic consultation, plus 200 gp for each day spent in research.

Hannadi the Raver: Knowledge (architecture and engineering) +25, Knowledge (arcana) +20. Inventor prone to rude outbursts on random topics. Charges 400 gp for basic consultation, plus 200 gp for each day spent in research.

Hiro Saru: Knowledge (history) +25, Knowledge (arcana) +20. Loremaster from the distant past who spent centuries petrified in a gorgon's lair. Charges 500 gp for basic consultation, plus 200 gp for each day spent in research.

Hrun Stoutstride: Knowledge (dungeoneering) +25, Knowledge (religion) +20. Gnome cleric who was once an adventurer of repute. Charges 450 gp for basic consultation, plus 200 gp for each day spent in research.

Jenishi the Learned: Knowledge (nobility and royalty) +20, Knowledge (arcana) +15. Powerful sorcerer specializing in the effect of bloodlines on aptitude for magic. Charges 300 gp for basic consultation, plus 125 gp for each day spent in research.

Karkalle the Master Cartographer: Knowledge (geography) +15. Formerly employed by the city rulers, recently quit to set up shop. Charges 2 gp for basic consultation, plus 30 gp for each day spent in research.

Laarai, Druid of the Stones: Knowledge (nature) +20. Spends about half her time in the city, half in the surrounding wilds. Charges 250 gp for basic consultation, plus 100 gp for each day spent in research.

Master Orvidius: Knowledge (architecture and engineering) +20, Knowledge (local) +15. Regularly consults with army on city's defenses. Charges 200 gp for basic consultation, plus 100 gp for each day spent in research.

Olorana the Wizard: Knowledge (arcana) +15. Grumpy denizen of lower-class neighborhood. Charges 5 gp for basic consultation, plus 50 gp for each day spent in research.

Plauthrus of the Quill: Knowledge (religion) +20, Knowledge (geography) +15. Known for his translations and transcriptions of religious texts. Charges 300 gp for basic consultation, plus 100 gp for each day spent in research.

Rasputek Walks-Between-Worlds: Knowledge (the planes) +25, Knowledge (arcana) +20. Archmage who's seen many of the Outer Planes firsthand. Charges 750 gp for basic consultation, plus 300 gp for each day spent in research.

Rhenna Twinbraid: Knowledge (history) +15, Knowledge (geography) +10. Halfling who traveled widely before infirmity of age set in. Charges 4 gp for basic consultation, plus 80 gp for each day spent in research.

Sagacious Chandra: Knowledge (religion) +25. Advisor on interfaith matters to several different religions. Charges 500 gp for basic consultation, plus 200 gp for each day spent in research.

Trinna Suspire: Knowledge (geography) +25, Knowledge (history) +20, Knowledge (nobility and royalty) +15. Runs a bookstore as a side business and collects rare manuscripts. Charges 300 gp for basic consultation, plus 150 gp for each day spent in research.

"Twitch" Montague: Knowledge (local) +15. Dashing rogue with connections to city thieves guild. Charges 2 gp for basic consultation, plus 30 gp for each day spent in research.

Yarush the Younger: Knowledge (history) +20, Knowledge (nobility and royalty) +15. Official court historian who does independent consultations as a sideline. Charges 300 gp for basic consultation, plus 100 gp for each day spent in research.

Zaruthek the Mad: Knowledge (the planes) +15. Once a powerful wizard, now a paranoid shell of a man with a fraction of his arcane power. Charges 10 gp for basic consultation, plus 100 gp for each day spent in research.

1. Defensive wall
2. Keep
3. Civic district
4. Embassy district
5. Fine shops
6. Magic district
7. Noble estates
8. Wealthy residential district
9. Average residential district
10. Garrison
11. Guildhall district
12. Marketplace
13. Temple district
14. Caravan district
15. Inn/Tavern district
16. Red-light district
17. Shantytown
18. Slum/Tenement district
19. Warehouse district

PERSONA

People often assume that Blackwall's citizens are dour and grim, weighted down by a military life. This is true to an extent. Military service is mandatory for all who come of age in the city, though they are required to serve only a few years. Citizens do take their duties seriously and train hard, ready to defend Blackwall and Kaddas against any invader.

In all other respects, Blackwall's people are a cheerful, fun-loving folk. They welcome travelers who have proven themselves trustworthy. They shop at the bazaar for foreign goods, they laugh with delight at the antics of traveling entertainers, and they enjoy the camaraderie of a night with friends in a tavern.

Crime in Blackwall is common, but it is made up mostly of petty, mild offenses that draw fines or short prison sentences. The infrequent violent criminal receives harsh punishment, almost always involving exile or execution.

FOUR WINDS (THE TRADING HUB)

Large City: Conventional; AL LN; 60,000 gp limit; Assets 56,040,000 gp; Population 18,680; Mixed (80% human, 8% halfling, 4% gnome, 3% dwarf, 2% elf, 1% half-elf, 1% half-orc, 1% other).

Four Winds stands at the crossroads of two major highways that enable trade and travel between four great nations. The city exists for commerce, and it has grown to its current size as the literal center of its economic region. The city operates undr a traditional, aristocratic government that is supported by all four of the nearby kingdoms, each of which is pleased to see the nobility in charge of so vital a mercantile center.

Four Winds has a higher gp limit than most cities its size due to the constant influx of travelers and merchant caravans from all over the world. It frequently houses more than 8,000 travelers in addition to its usual population. Both an increased spending limit and a high transient population are common features of major trading cities.

ARCHITECTURE

The major structures of Four Winds are large and impressive, yet lack any single unifying style. The city's architects are torn between the conflicting desires of impressing merchants and dignitaries from distant lands and avoiding the appearance of bias toward any one culture. As a result, public buildings reach for a grandiosity they fail to attain, conveying a sense of pomposity without any real majesty. They appear to be based on descriptions of other great structures never actually seen by residents of the city.

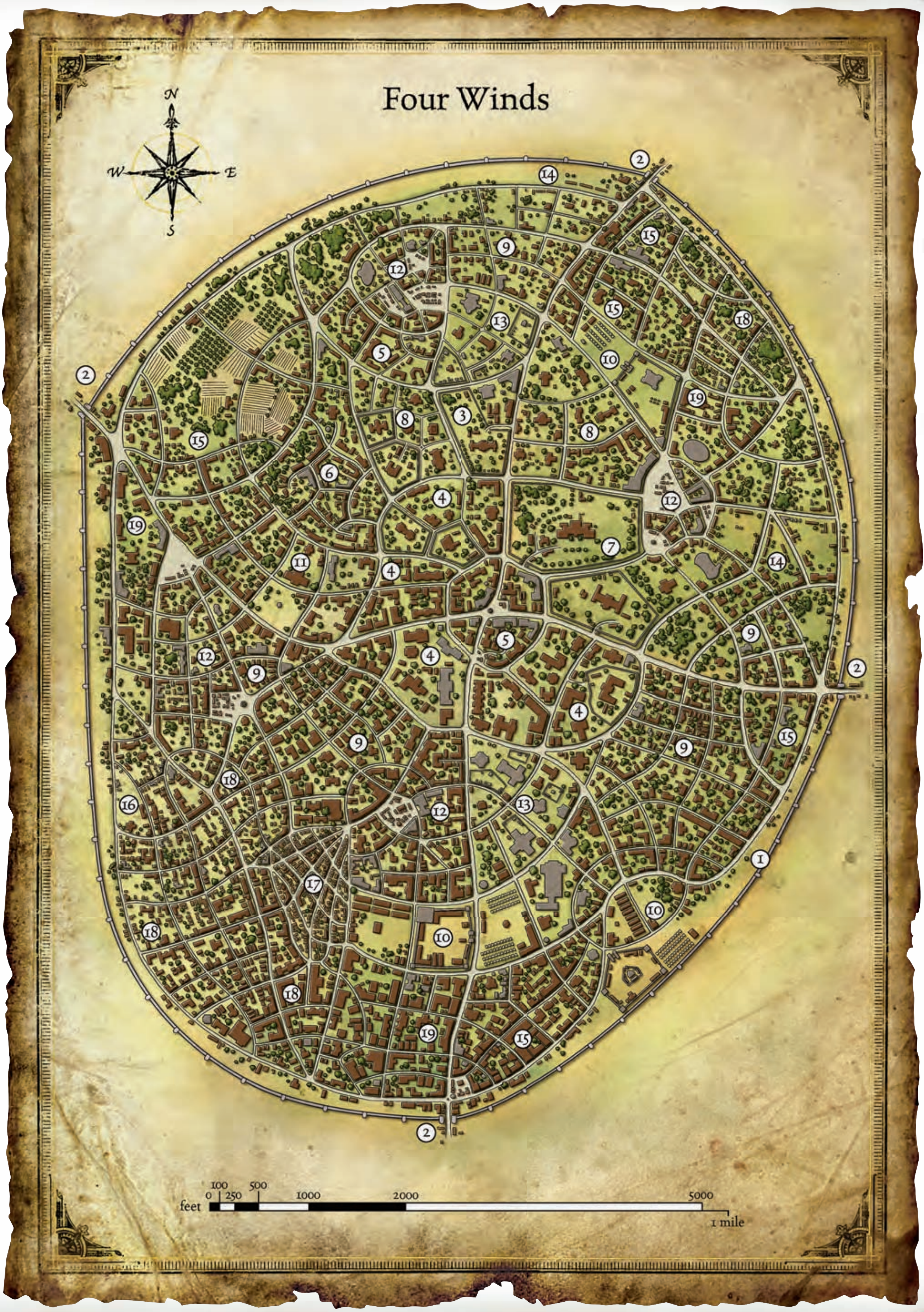
Unimportant buildings, such as small shops and the private homes of less prominent citizens, are simple, built of inexpensive wood. Most are plain and unadorned, but some feature gaudy decor in a feeble effort to appear more important than they are.

LAYOUT

Four Winds is surrounded by a single defensive wall, 20 feet tall and 10 feet thick. The wall is wide enough for guards to patrol and strong enough to withstand at least a brief siege (hardness 8, 450 hp, break DC 55). Yet a trading hub cannot afford to make access difficult, and the city has never needed to repulse invaders. Thus, vast gates pierce the wall at many points, including on each of the four main roads. Though they normally stand open day and night, the gates are solid and defensible, constructed of heavy wood (hardness 5, 20 hp, break DC 23). Each gate has a standing guard of two city watch soldiers (5th-level human warriors).

The city government spares no expense in road maintenance, even when cutting costs in other services. The cobblestone streets are built to accommodate feet, hooves, and wheels. The main roads are abnormally wide, allowing even the largest wagon to pass unhindered. Intersections have clearly marked street names, and most major thoroughfares are lit at night by lanterns or—in the richest portions of town—by *continual flame* effects. The layout of the minor streets is a simple grid, so visitors can easily find their way around. Smaller roads and alleys are hidden from the main roads behind buildings, ensuring that merchants are not inconvenienced by trash or beggars.

Four Winds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Four Winds Map Key

The keyed locations on the Four Winds map indicate various districts of the city. For a general discussion of these features, see City Districts beginning on page 34. The city's walls and gates are discussed under Layout, above.

1. Defensive wall
2. City gate
3. Civic district/Lord's Manor (combined)
4. Embassy district
5. Fine shops
6. Magic district
7. Noble estates
8. Wealthy residential district
9. Average residential district
10. Garrison
11. Guildhall district
12. Marketplace
13. Temple district
14. Caravan district
15. Inn/Tavern district
16. Red-Light district
17. Shantytown
18. Slum/Tenement district
19. Warehouse district

PERSONA

Ironically, Four Winds' attempts to remain culturally neutral have produced a unique personality. Styles and fashions from nearby kingdoms and farther lands blend to create a riot of colors, garish to visitors but considered the height of taste by the inhabitants. Foods, music, games, and languages from the world over are equally mingled—Four Winds has a scent and an accent all its own.

The people of Four Winds have an overdeveloped sense of their own importance to the region, but they try to hide that attitude from travelers. Citizens believe themselves to be cosmopolitan and declare their tolerance of others, but they actually hold fairly provincial attitudes. They scoff at unfamiliar beliefs and often mock the dress and behavior of foreigners—but only out of earshot, since they want visitors to feel comfortable and thus be willing spend money in the city. This facade manifests as a sense of brittle politeness, a pseudo-friendliness that visitors notice. Merchants flock to Four Winds to trade—or at least to stop over on their journeys to other markets—but few foreigners stay long.

In order to make merchants feel safe and secure, the city government makes a show of rigidly enforcing the law. In truth, Four Winds has an exceptionally high crime rate, but so long as miscreants limit their activities to picking pockets and other petty thefts, the guard grants them some latitude in the name of maintaining the peace. Should a foreign merchant be harmed or murdered, however, the guard turns Four Winds upside-down in the search for the perpetrator.

DRAGONPORT (THE PORT CITY)

Large City: Conventional/Monstrous; AL N; 40,000 gp limit; Assets 26,216,000 gp; Population 13,108; Mixed (82% human, 6% halfling, 4% gnome, 2% dwarf, 1% elf, 1% half-elf, 1% half-orc, 3% other).

Named for the great dragon turtle that once dwelled in the bay, Dragonport has grown from a small village with a single pier into one of the most vital ports on its coast. A constant flux of cargo travels to and from its many docks. Dragonport benefits less from this activity than does a trading city such as Four Winds, however: It is designed to facilitate passage of goods, not to encourage local business.

Dragonport is officially ruled by a council of governors, who covertly cooperate with a tribe of sahuagin dwelling in the outer depths of the bay. The council pays tribute to the tribe out of the city's profits and consults with the sahuagin before expanding the city or changing policies. In exchange, the sahuagin do not raid Dragonport; they also prevent ships from departing without paying docking fees, protect the community from pirate attack, and discourage the development of nearby rival ports.

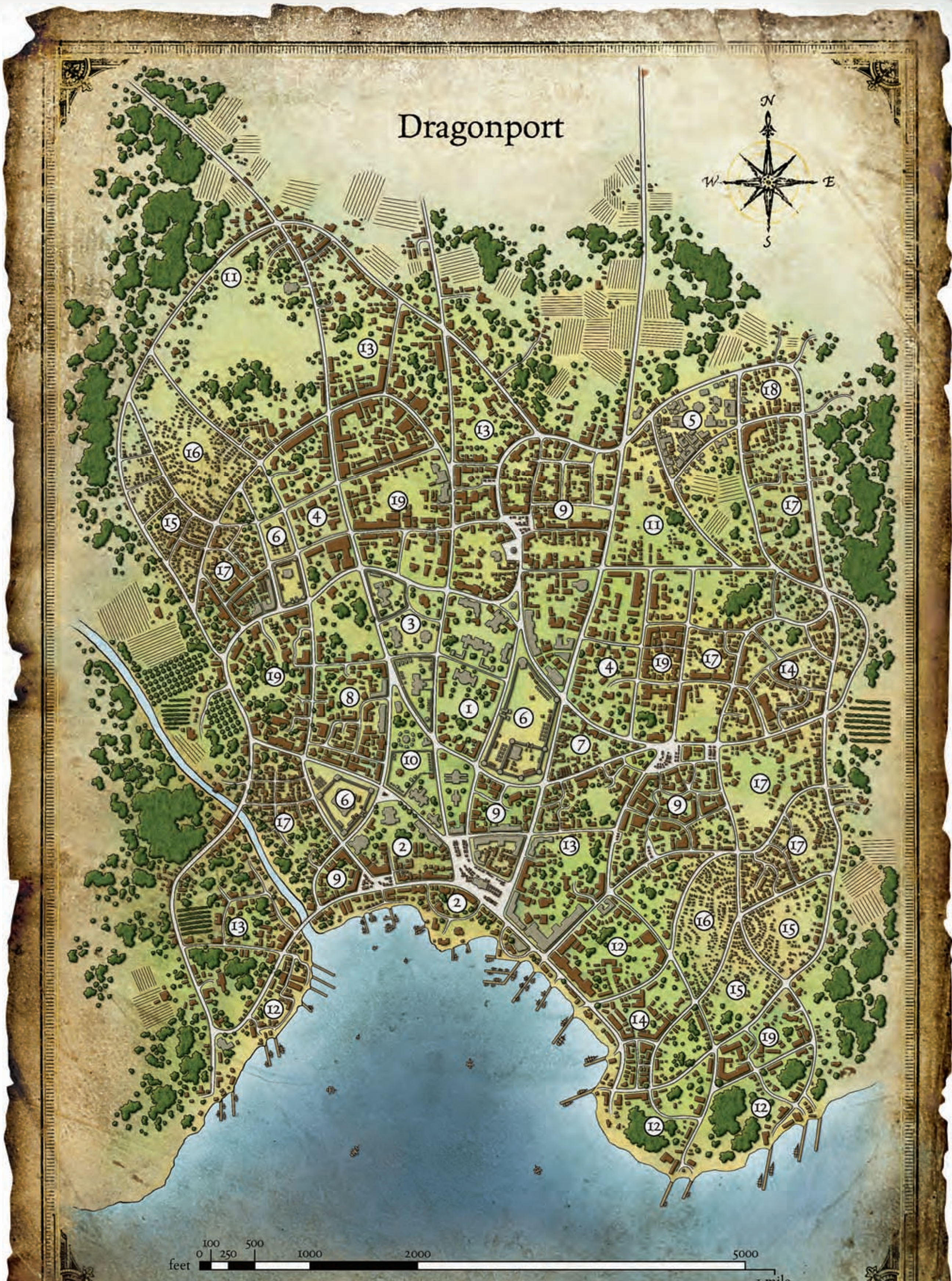
ARCHITECTURE

Dragonport is built for functionality. Most of its buildings are squat and square, though some have sloped roofs to protect against sea storms. The majority of the city's structures are wooden; stone is simply too difficult and too expensive to come by in any great quantity. Only near the central docks, and along the main thoroughfares, is any effort made to beautify the architecture, and even here such efforts involve cleaning and whitewashing more than fancy construction.

Dragonport, like other port cities, developed a mishmash of cultural styles as a by-product of its function, rather than through deliberate effort, as happened in trading hubs such as Four Winds. Along the waterfront, shopkeepers both native and foreign set up establishments to match their own preferences, or to attract a certain clientele. Homey pubs stand beside exotic restaurants, the shops of elf tailors beside the forges of gnome blacksmiths.

LAYOUT

Several paved roads lead through Dragonport, from the docks at one end to the major highway running past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the city at the other. These thoroughfares are wide and reasonably well maintained. They direct travelers toward the central piers and jetties, which are in good repair and surrounded by relatively clean buildings.

The tidy and simple appearance of these central roads gives no hint to the rest of the city's nature. Streets and alleys beyond the central thoroughfares are cramped and dirty, with broken or missing cobblestones—many are unpaved entirely. They add up to a twisted knot of random turns, with many streets unlabeled. Beyond the central jetties, the piers and their access paths are filthy and broken-down, and the surrounding buildings have similarly deteriorated. Strangers in Dragonport are encouraged to stick to the central parts of town. Those who do not know any better—or who cannot afford to put themselves up in the more expensive areas—have plenty of time to observe the two-faced nature of the port city as they wander its bewildering byways.

Dragonport Map Key

The keyed locations on the Dragonport map indicate various districts of the city. For a general discussion of these features, see City Districts beginning on page 34.

1. Civic district
2. Fine shops
3. Wealthy residential district
4. Average residential district
5. Dwarf neighborhood
6. Garrison
7. Gnome neighborhood
8. Guildhall district
9. Marketplace
10. Temple district
11. Caravan district
12. Fisher's wharf/Waterfront
13. Inn/Tavern district
14. Red-Light district
15. Shantytown
16. Slave quarter
17. Slum/Tenement district
18. Tannery district
19. Warehouse district

PERSONA

Dragonport is a major city, not the pirate-infested and dirty little town of fantasy cliché. Still, it does conform to that stereotype in some respects. The city government encourages openness toward outsiders, and Dragonport's merchants welcome foreign trade, but much of the population is gruff and surly. This attitude comes in part from frequent dealings with sailors; in part from a desire to cling to local customs in the face of foreign ideas; and in part from resentment of wealthier, more influential cities. Despite the city's importance to local trade, most of its citizens simply aren't as well off as their counterparts in centers of commerce such as Four Winds, which actively encourage merchants to do business.

Like most port cities, Dragonport has a fairly high crime rate. The city watch keeps the peace along the main thoroughfares and the central docks, scattering criminal gangs that grow too large, preventing crime from spilling over into the important neighborhoods, and ensuring the comfort and security of ship captains or caravan leaders. In the back alleys, though, travelers risk their lives—or at least their coin purses. Many citizens of Dragonport are actually proud of the city's reputation for crime, embracing it as proof of their own toughness.

SUTULAK (THE SLAVER CITY)

Small City: AL NE; 25,000 gp limit; Assets 13,101,250 gp; Population 10,481; Mixed (65% human, 25% goblinoid, 8% half-orc, 2% other).

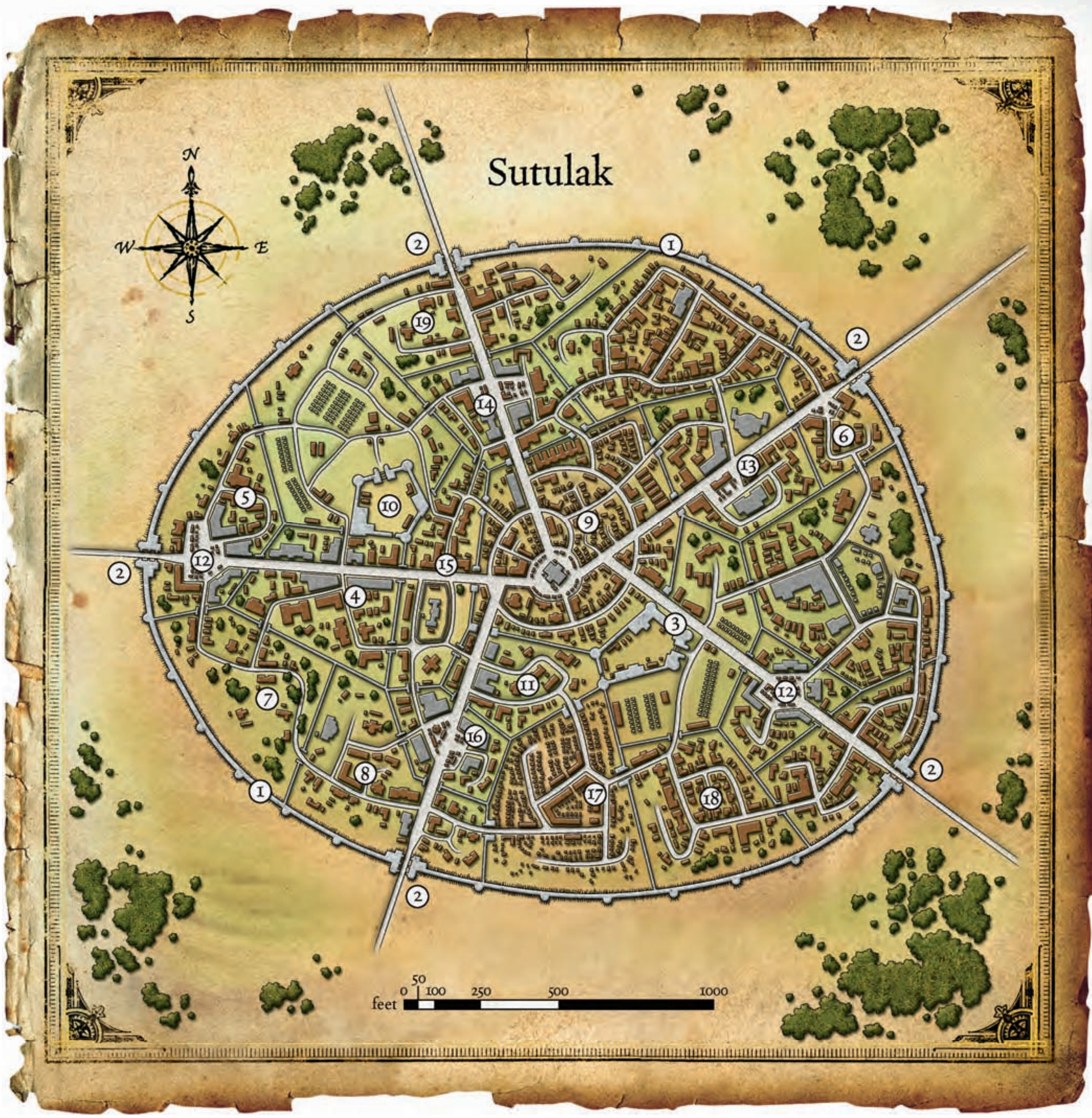
Sutulak was once a simple meeting point between orc and human lands where unscrupulous members of both communities could trade in stolen goods, livestock, and—on occasion—captives. Only after word got out about the place, and corrupt nobles from elsewhere began to arrive in search of slave labor, did the locals realize the potential of their situation. Sutulak grew swiftly into a functional if unattractive city. Today, its buildings are sturdier, its roads wider, and its walls higher, but it's no less ugly or squalid than before.

Sutulak is ruled by a council of its richest citizens—that is, the most powerful slave-traders. An enormous portion of the population consists of slaves and those who guard them, giving the entire city an atmosphere of misery.

Sutulak has a higher gp limit than most cities its size due to the constant influx of slavers. At any given time it might contain more than 2,000 travelers, both buyers and sellers, in addition to its resident population.

ARCHITECTURE

As with many other aspects of the city, Sutulak's architecture is sharply divided along class lines. The stone houses and offices of the powerful are bizarre hybrids of military and opulent styles. They feature strong doors, narrow windows, and high gates to protect against rivals' forces, assassination attempts, and the constant threat of uprising. Yet they might also display ornate statues or colorful dyes, the better to showcase the wealth of



the owners. Most of the city's other structures are wooden and simple, whether they serve as homes for the city's poor or as shops, taverns, and slave stables. The citizens of Sutulak prefer swift and cheap to difficult and expensive.

The city government devotes some attention to influencing the first impressions of visitors. Although Sutulak's clients arrive simply to do business and are unimpressed with shows of wealth, they do appreciate efficiency. Thus, the larger and cleaner buildings are clustered along the main avenues, so that visitors encounter them before seeing anything else.

LAYOUT

Sutulak, like other slaver cities, resembles a military compound in terms of general layout. The streets are almost all unpaved, other than the few leading to the slave markets. Those main avenues are wide, if not well kept, to allow carts to carry slaves to and from the markets. Smaller streets are winding and confusing, to slow the escape of any slaves who manage to flee.

Soldiers stand at all major intersections, and the city's various districts are walled off from each other. Guarded gates ensure that escaped slaves must bypass multiple obstacles to win freedom.

A stone defensive wall rings the city, but it is unlike most others. Wooden spikes and embedded broken glass protrude from both sides, and portcullises defend the inside and outside of the heavy wooden doors. Sutulak's wall is designed to enable defenders to fight off invaders from outside or rebelling slaves from within.

Sutulak Map Key

The keyed locations on the Sutulak map indicate various districts of the city. For a general discussion of these features, see City Districts beginning on page 34.

1. Defensive wall
2. City gate
3. Civic district/Lord's Manor (combined)
4. Embassy district
5. Fine shops
6. Magic district
7. Noble estates
8. Wealthy residential district
9. Average residential district
10. Garrison
11. Guildhall district
12. Marketplace
13. Temple district
14. Caravan district
15. Inn/Tavern district
16. Red-Light district
17. Shantytown
18. Slum/Tenement district
19. Warehouse district
20. Slave quarter

PERSONA

Sutulak is crowded, dirty, and miserable, and its citizens are much the same. The large slave population is wretched but transient, and most of the citizens are poor. Artisans and shopkeepers support the city's only thriving industry by manufacturing and selling merchandise suited to the needs of slave traders, such as tools, shackles, and simple clothing. Foreign merchants do not come here for other kinds of goods, and thus a shop that deals in furniture or tailored clothing (for instance) is only as successful as local demand allows it to be. The constant parade of newly captured slaves, crying in pain and despair, has deadened of the souls of Sutulak's common people. They go through the motions of daily existence but care little about anything else.

In sharp contrast are the few successful slave traders who make their homes in the city. They dwell in fancy buildings, dress in ornate and colorful clothes, and send for delicacies and luxuries from other cities. Like the general population, these people are also inured to suffering, but they reveal their soullessness through greed and cruelty rather than through general ennui.

Given such a climate of poverty and misery, it is only natural that crime is rampant in Sutulak. The government deals with criminals as might be expected: It sells them to the slavers.

KADDASTREI (THE CAPITAL CITY)

Metropolis: Conventional/Magical; AL LN; 100,000 gp limit; Assets 136,670,000 gp; Population 27,334; Mixed (73% human, 6% dwarf, 5% gnome, 5% halfling, 4% elf, 2% half-elf, 1% half-orc, 4% other).

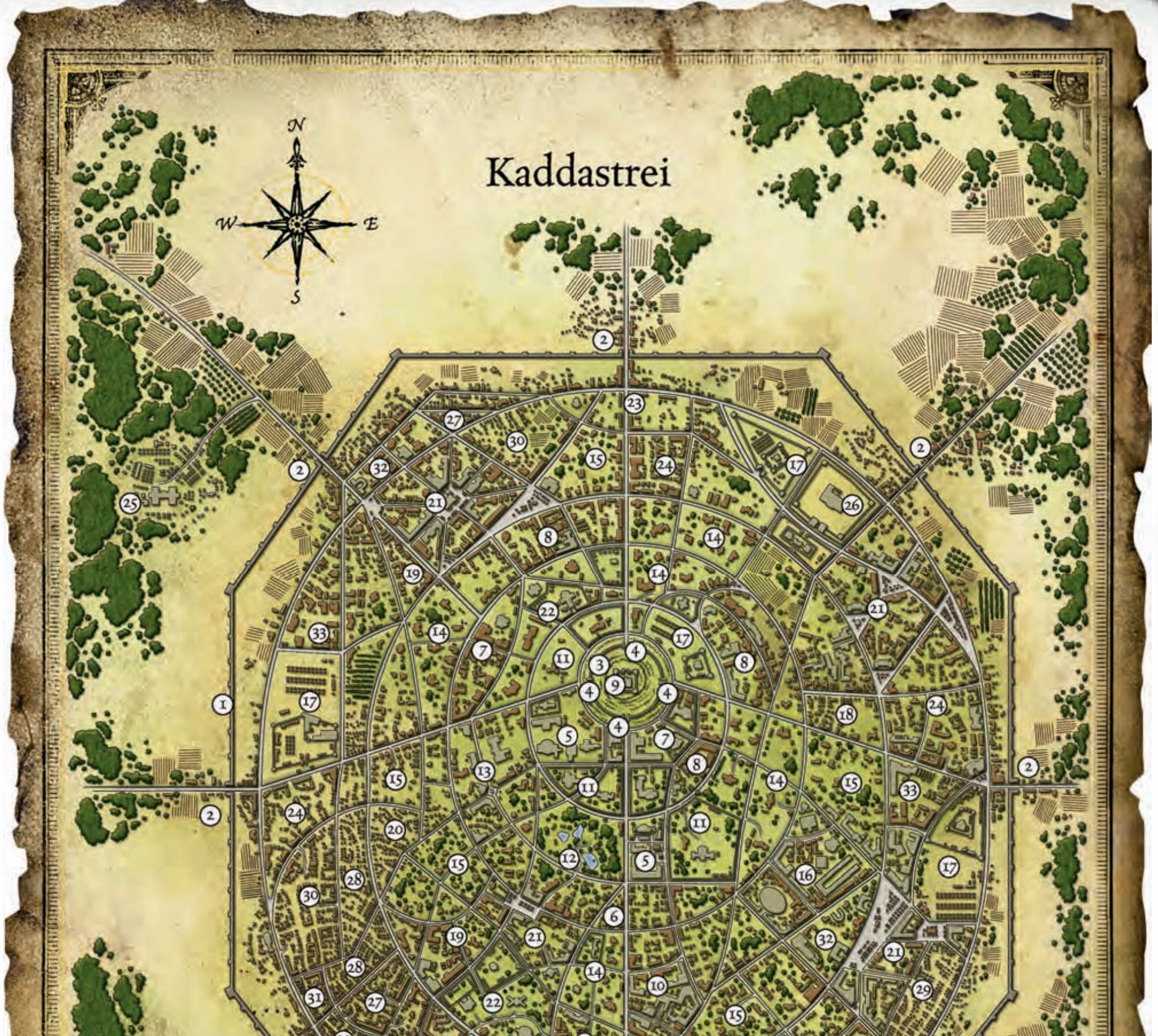
Kaddastrei is the grand capital of Kaddas, the last remnant of an ancient empire and still a rich and powerful nation. Many state capitals follow the models of military cities or trading hubs (as presented earlier), but Kaddastrei is a city built for no other purpose than to be its nation's capital.

Kaddastrei and Kaddas proper are currently ruled by King Rumeius IV. The monarchy of Kaddas is passed on to the oldest child in a commonly seen system of succession; at the same time, custom demands that the ruler be versed in the arts of wizardry. Thus, Kaddastrei's power center is both conventional and magical.

ARCHITECTURE

The official edifices of Kaddastrei are grand and towering showcases, with sweeping arches and tall spires crowned by bright pennants. Though built primarily of granite, these structures bear white marble facades. The lower levels have bright windows of stained glass, while the upper stories are pierced by arrow slits. The palace itself is as large as a small village. It contains not only the king's living and working quarters, but most of the city's governmental offices, an entire military garrison, and a magical laboratory used by King Rumeius and the other royal wizards.

Nongovernment buildings, such as shops and private homes, are also of far nicer construction than in many other cities. Citizens keep their property clean, and many whitewash their houses. Even modest homes likely have at least two stories, with some boasting as many as four or five. As often seen in a military city, many of Kaddastrei's roofs are flat. They can serve as archery platforms should the city ever face invasion, but they more often function as vantage points from which citizens can view the monarch and other nobles passing in procession.


Kaddastrei
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feet
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4000
10,000
1 mile

LAYOUT

Kaddastrei is surrounded by a layered defensive wall rivaling that of any military stronghold, 32 feet in height and 15 feet thick. It has hardness 8, 1,170 hp, and a break DC of 70. The city's gates are larger and more numerous than those in most fortified cities, the better to allow entry for royal or ambassadorial processions. Constructed of iron (hardness 10, 60 hp, break DC 28), each gate is normally open but guarded by six royal soldiers (5th-level human warriors). A second, smaller wall surrounds the palace, which sits atop a small rise. This wall is 10 feet high and 1 foot thick, constructed of stone (hardness 8, 180 hp, break DC 40). Each of its heavy wooden gates (hardness 5, 20 hp, break DC 23) is normally guarded by four royal soldiers.

The main roads of the city form an off-center circular grid. Impossibly wide avenues stab straight from the palace to the many city gates, like beams from a sun, while perpendicular roads ring it in concentric circles. Smaller streets and alleys connect the larger ways like strands of a cobweb. No beggars haunt the main thoroughfares, and every building lining them is whitewashed and clean. These cobbled avenues are scrupulously maintained. In many places, arched bridges leap overhead, making the entire city feel like an enormous palace. The main avenues are lit by *continual flame* lampposts, all streets are clearly labeled, and major intersections boast permanent guards.

Kaddastrei Map Key

The keyed locations on the Kaddastrei map indicate various districts of the city. For a general discussion of these features, see City Districts beginning on page 34. Walls and gates are discussed under Layout.

1. Primary defensive wall
2. City gate
3. Secondary defensive wall
4. Gates to the keep
5. Civic district
6. Elf neighborhood
7. Embassy district
8. Fine shops
9. Lord's Keep
10. Magic district
11. Noble estates
12. Park district
13. University
14. Wealthy residential district
15. Average residential district
16. Coliseum/arena district
17. Garrison
18. Gnome neighborhood
19. Guildhall district
20. Halfling neighborhood
21. Marketplace
22. Temple district
23. Caravan district
24. Inn/Tavern district
25. Necropolis
26. Prison district
27. Red-light district
28. Shantytown
29. Slave quarter
30. Slum/Tenement district
31. Tannery district
32. Theater district
33. Warehouse district

PERSONA

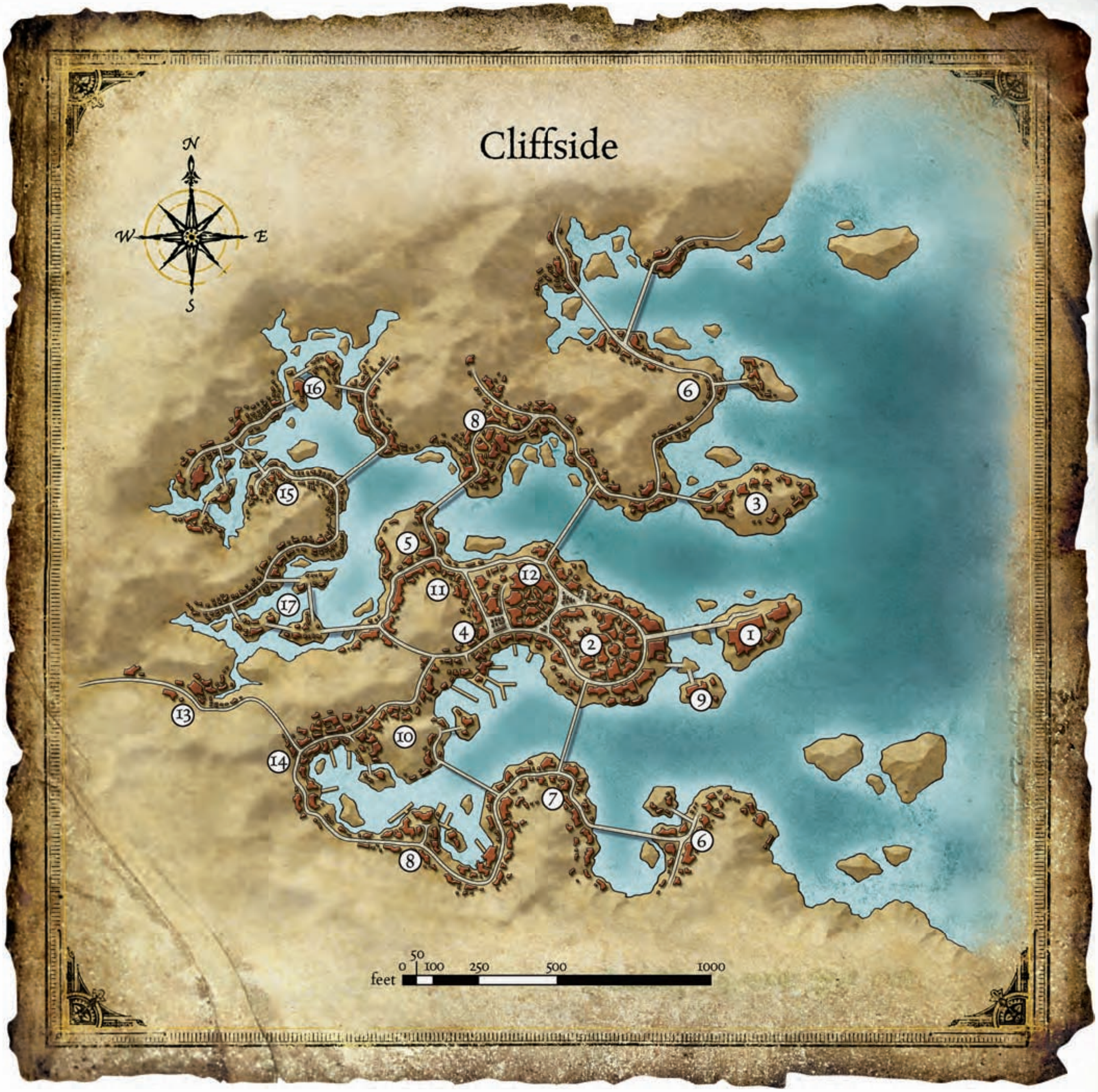
The people of Kaddastrei know the importance of their city, and they can be arrogant and pompous as a result. Visitors often find them tiresome. Nevertheless, the population is quite cosmopolitan. Citizens view other races, unusual cultures, and strange magic with tolerance, if not outright welcome.

Crime in Kaddastrei falls under the purview of several accredited thieves guilds, all of which have standing arrangements with the city guard and with the crown. So long as they keep a tight leash on their members and avoid robbing or assaulting anyone important, the criminal guilds operate with minimal interference. While many in power dislike this arrangement, they recognize that the alternative would be a larger number of independent, unrestricted criminals. The guilds enforce the protection of individuals designated as off limits and eliminate competition by outside thieves, performing both functions far more efficiently than the city watch could manage. This situation perpetuates a belief, at least among the capital's wealthy, that this "ultimate city" is practically free of crime, while it alienates the poor who suffer the depredations of the guilds.

CLIFFSIDE (THE EVOLVED CITY)

Small City: Magical; AL N; 15,000 gp limit; Assets 6,996,000 gp; Population 9,328; Mixed (74% halfling, 15% dwarf, 8% human, 2% gnome, 1% other).

Named for the way in which the city is built into the side of a mountain, Cliffside is a thriving community perched on the very edge of an ocean coastline. The area's native residents, a conglomeration of nature-worshiping halfling tribes, built their first homes here in comfortable caves located higher up on the mountain,



away from the sea. When expansion began in earnest, the tribes invited skilled builders from neighboring dwarf and human communities to help plan and produce a true city in the mountain. In exchange, the foreign workers were allowed to stay and live in peace among the grateful residents. The dwarves' knack for construction, coupled with the humans' sense of style and efficiency, turned Cliffside into a fascinating example of unusual urban design.

Cliffside's official government is a council of druids, harking back to the halflings' forebears, but their rule doesn't go unchallenged. An influential cult exists within the city, dedicated to an ancient sea deity—a goddess said to have shaped Cliffside's original caves with the power of wind and rain. Some followers of this cult cooperate with the dominant faiths, merely encouraging the occasional bit of "tribute to the sea" (which accomplishes their goals without insulting anyone's beliefs). Other folowers campaign for a return to living sacrifice to appease the sea deity, lest she return and send destruction against the now developed city.

ARCHITECTURE

Cliffside is unusual in that most of its foundation was laid by nature. Millennia of seasonal storms blowing in from the ocean eroded vast openings in the mountainside, resulting in something resembling a massive insect hive fashioned of stone. Most structures are primarily carved from the native rock, working artificial elements smoothly into the natural. Builders take care to strengthen the sides of the buildings that directly face the water, reinforcing the existing stone with treated wood, magic, or both. The locals have a natural facility with wood, which grows in abundance on the top of the cliff. Only at the highest elevations, where the wealthy and powerful dwell, do structures use more attractive or more delicate substances.

LAYOUT

Cliffside features several main "roads," with a number of crisscrossing "side streets." In a city in which each structure is at a slightly different elevation from every other one, creating traditional thoroughfares is a challenge. The original residents used ropes and natural ledges to get around, and crossing from one side of the city to the other required a fair bit of climbing. The city's engineers later decided to build upon this system rather than discard it entirely; the result more resembles a network of suspension bridges than a customary street layout. This network of so-called bridgeways connects all the major neighborhoods to a large area of flat ground about halfway up the mountainside. This open space is the closest thing Cliffside has to a town square, and many of the major businesses and markets are located there or nearby.

The remainder of the city, particularly the poorer neighborhoods farther down the mountain, is more like a hive. Business zones are the easiest to reach and navigate, with private residences taking up outlying areas of town.

Visitors who arrive by sea face quite a climb, whether they seek supplies or wish to consult with city luminaries. Most of the city's important locations are at least midway up the cliff. Strangers in Cliffside are encouraged to stick to the safest areas of the city, including the central plaza and the strongest bridgeways leading to it.

Cliffside Map Key

The keyed locations on the Cliffside map indicate various districts of the city. For a general discussion of these features, see City Districts beginning on page 34.

1. Lord's Manor
2. Civic district
3. Embassy district
4. Fine shops
5. Magic district
6. Noble estates
7. Wealthy residential district
8. Average residential district
9. Garrison
10. Guildhall district
11. Marketplace
12. Temple district
13. Caravan district
14. Inn/Tavern district
15. Red-Light district
16. Shantytown
17. Slum/Tenement district
18. Warehouse district

PERSONA

Despite its unique foundation, Cliffside remains a halfling community at heart, and it still feels like one. Daily life here is precarious, yet the locals find the time to offer up a pleasant smile or cheerful greeting even to total strangers. Because of their origins and beliefs, the halflings of Cliffside aren't as innately good-hearted as some of their more pastoral cousins, but neither are they evil as a group. Living in such an environment requires absolute harmony with its perilous nature. Despite progress and solid engineering, Cliffside still sees a number of injuries and deaths from falling or drowning every year. Proximity to potential disaster and loss has given the people a hard edge, but it hasn't stripped them of their compassion.

Cliffside is largely bereft of crime, unlike other coastal cities. The easygoing nature of its inhabitants, coupled with the magical power of its ruling body, discourages unpleasant behavior. As usual, though, this condition holds less true in the poorest sections of town, where many residents don't have the wealth or skill even to secure their homes with doors. The city does maintain a watch (which reports directly to the druid council), but since it is composed primarily of humans, it focuses on protecting other humans rather than the halfling locals. Poor residents are left to fend for themselves, which not only encourages crime but fosters resentment toward both the watch and the ruling elite.

Cities by Culture

All the above example cities assume a human-dominated culture. If this is not the case in your campaign, you might wish to modify your city descriptions to better fit a dominant nonhuman outlook.

DWARF CITIES

Other than humans, dwarves are the most prolific citybuilders among the common humanoid races. Dwarves work with stone, pure and simple. Wood is for burning, for buttressing tunnels to prevent cave-ins, or to provide a framework for heavier materials.

The traditional image of the underground dwarf complex is roughly accurate, but it represents only one method of construction. Dwarves who build underground carve entire cities out of the rock: rooms, hallways, massive chambers, even wide-open spaces such as town squares and temples. Where they can, dwarves build within and around preexisting caves. Some underground cities consist of simple rooms shaped from the existing space, while others are true buildings—complete with walls, roofs, and windows—erected within enormous caverns.

Surface-dwelling dwarves also prefer to build in stone, recreating the earthen womb from which their race hails. These surface cities are usually well defended, built within isolated valleys or surrounded by walls so thick that they contain rooms themselves. Buildings have heavy doors and relatively few windows, giving them an even greater sense of weight.

In either case, dwarves prefer to build vertically rather than horizontally, a practice dating from a time when their race was restricted to cramped underground caverns. A dwarf city takes advantage of natural elevation, so that squat-looking buildings actually rise several stories. In some cases, one level of the city shares a single ceiling, which also serves as the floor for a second layer of buildings above.

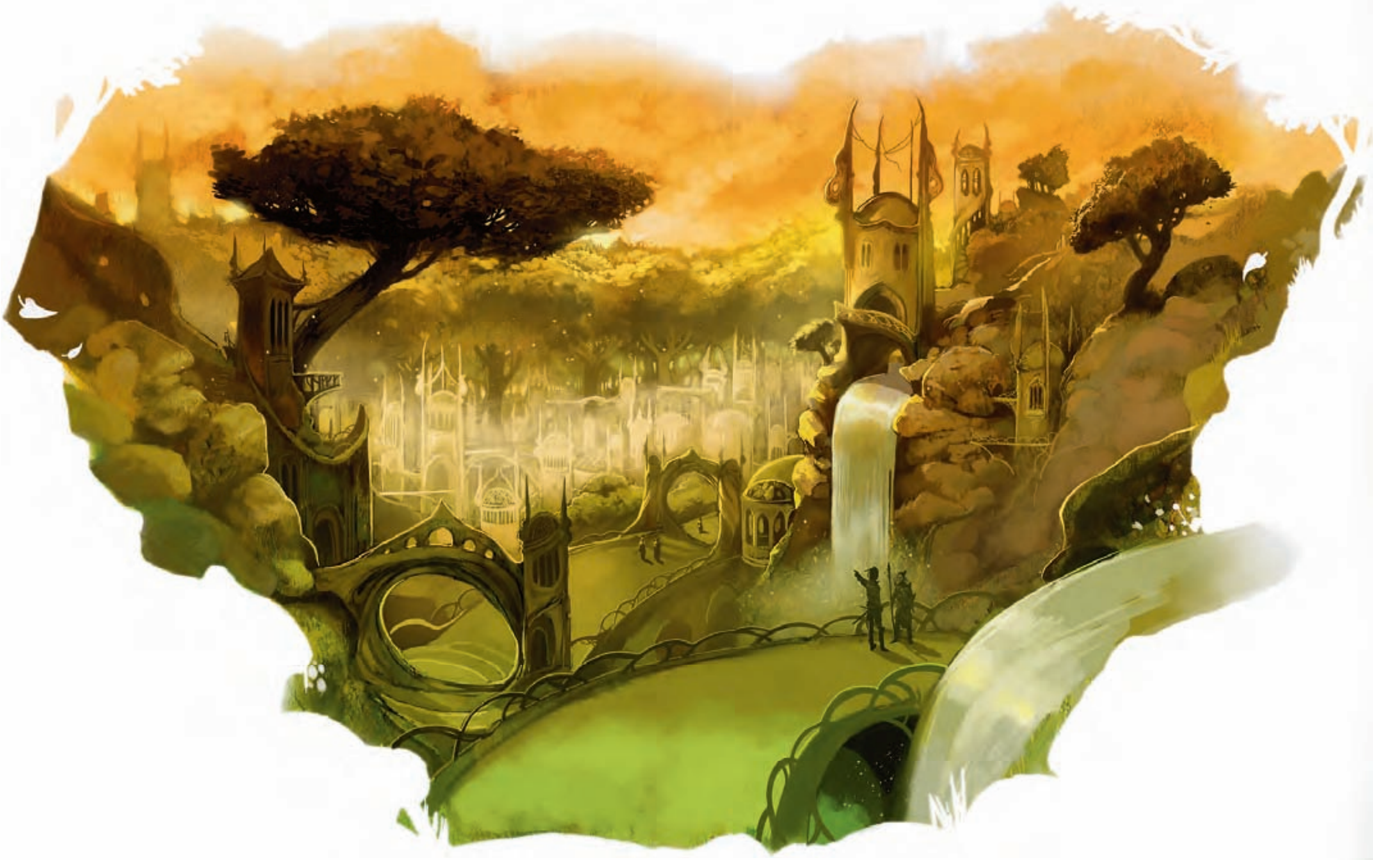
For more on dwarf culture and communities, see *Races of Stone*.

ELF CITIES

Elves build their cities in conjunction with nature, rather than in opposition to it. This attitude doesn't mean that every community consists of tree houses, as some smaller elf villages do, but rather that buildings incorporate their surroundings into their construction. The long-lived elves can afford to slowly shape and grow their environment as they desire.

Many elven buildings use living trees as support columns, or leave room for trees to grow through floors and ceilings. Tree branches might be woven together to form bridges between city districts. Some structures have no constructed floor on the ground level, instead retaining the existing soil with living grass. In communities where magic is commonplace, elves might use spells to shape nonliving materials such as quartz into buildings. Magic can also form living trees into habitable structures. Many communities

Illus. by J. Hodgson



Elves build their cities in conjunction with nature, rather than in conflict with it have running water and sewer systems; rather than using pipes and pumps, they employ magically created channels to and from nearby rivers, or even *create/destroy water* spells.

Elf cities are always constructed near sources of fresh water and always have some means of defense. Examples are a surrounding wall of trees to serve as archery platforms, and a city built atop a high rise. For more on elf culture and communities, see *Races of the Wild*.

GNOME CITIES

Gnomes often build underground, but their communities are quite different from those of dwarves. They rarely build complex structures, but simply carve comfortable homes out of the rock. Their cities remain near the surface, for ease of farming and gardening—some are not subterranean at all. Surface-dwelling gnomes build simple homes from wood, stone, or whatever materials are handy. Humans are often surprised by how much gnome buildings resemble their own (allowing for the difference in scale, of course).

Gnomes do not overplan their cities, expanding them as the need arises rather than conforming to a prearranged layout. Their cities are lightly defended, if at all. Gnomes prefer escape routes and ambush points over fortifications. For more on gnome communities, see *Races of Stone*.

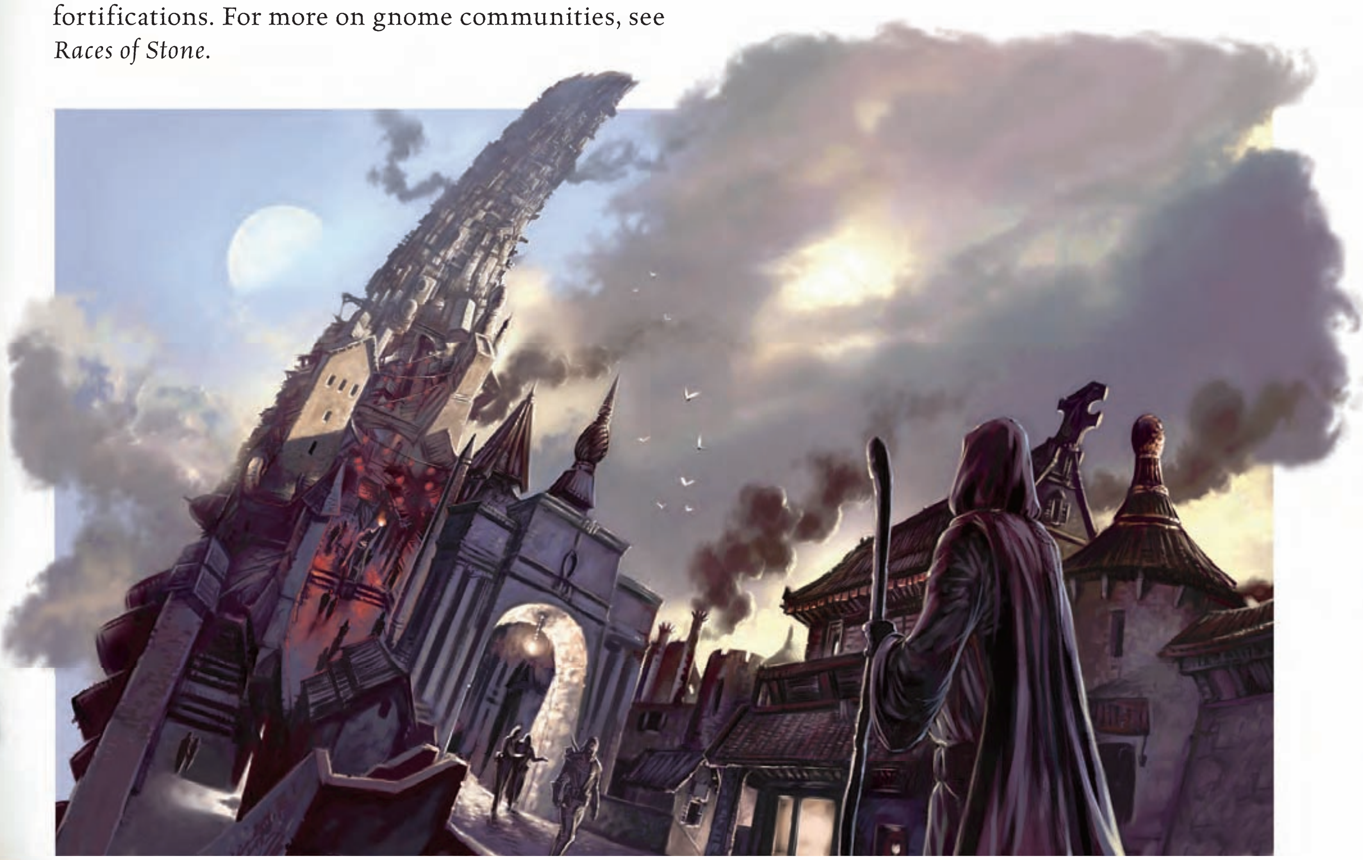
HALFLING CITIES

Halflings rarely build their own cities. Many are nomadic, and those who choose to settle usually establish small settlements or live amid human cities. The rare halfling town that grows large enough to qualify as a city is little more than a jumble of wooden structures. Halfling cities grow from and into their environment, in much the same way as Cliffside (see page 20). Halflings do not build solely around natural elements as elves do, but they work the natural surroundings into their buildings' features. Halfling homes are often adorned with colorful plants, or roofed in thatch and heavy leaves. Many are open to the outside, with large windows or even entire missing walls, using sheets of canvas for protection against storms. Like elves, halflings prefer to build near natural water sources and fertile soil. For more on halfling communities, see *Races of the Wild*.

ORC AND GOBLINOID CITIES

While a few exceptions exist (notably hobgoblins), orcs and the various goblinoids have primitive cultures, which are reflected in their cities. A typical city consists primarily of rough wooden buildings, with

Illus. by B. Hagan



Sigil, the City of Doors: the quintessential planar city few taller than two or three stories. Construction is crude: Doors might not fit well in their frames, or might be merely hide curtains, while roofs are often thatch or simple wood. Roads are rarely paved and follow no real plan. Most such communities have some sort of defensive perimeter, such as a wooden wall, a spiked moat, or a series of guard towers on stilts or built in trees.

Many orc and goblinoid cities are subterranean and use stone rather than wood, but they otherwise resemble surface cities. They exploit defensible locales, rich natural resources, or nearby communities on which to prey. Underground cities are more oriented toward defense, often being built in caverns with limited entrances.

Such cities are crudely functional, with little thought for aesthetics. Decoration is minimal: trophies from prior kills, or walls daubed with bright colors, with little sculpture or artwork. Other races assume that these primitive humanoids have no interest in beauty. Although this is true to an extent, the main factor is that orcs and goblinoids expect their communities—even the larger cities—to be temporary. They constantly struggle with other races, other tribes of their own kind, and marauding adventurers. Thus, they view any effort beyond providing the necessities of life as a waste of time and energy.

PLANAR CITIES

Some campaigns take characters far from familiar lands, even their own planes of existence. Cities on other planes have alien appearances. Variable laws of gravity and magic present unusual architectural and engineering challenges, at least from the human perspective. The ultimate example is Sigil, the City of Doors. Here on the hub of the Concordant Domain of the Outlands, reality bends over itself: Anywhere within the city, one can look up into the sky and see the same city.

Like elves, the builders and inhabitants of planar cities are extremely long-lived, and their urban centers reflect an awareness of history and of the passage of time. At the same time, a planar city embodies a sense of eternity—it always has been and always will be as it is today. A city's cultural outlook depends on its place in the multiverse. Cities of the Outer Planes reflect the character of the area's native inhabitants. For example, the portal town of Ribcage in the Outlands, which borders the Nine Hells of Baator, is inhabited by fiends and petitioners of that plane. For more on planar communities, see *Manual of the Planes*.

Unusual Locations

Where a city stands affects it just as much as how it was built or who occupies it. Presented here are examples of interesting locations for cities, ranging from the mundane but atypical to the truly fantastic.

COASTAL

Not every city built on the coast is a major trading center like Dragonport (see page 14). Some grow from nearby industry or depend on local, land-based trade. Even so, such a city's daily life and economy depend on the ocean in some way. Fishing is a common livelihood, and the local diet includes not only fish and crustaceans, but also seaweed and other aquatic plants.

Coast-dwellers must be ever alert for the spears of sahuagin or the tentacles of kraken, to say nothing of mundane dangers such as pirates. Because of these hazards, the defenses of a coastal city must include naval forces as well as standard infantry. This situation can actually make the city more vulnerable than its landlocked counterparts, because it cannot devote all its defense to an attack from only land or sea.

The climate of a coastal city tends to be temperate: Winds and currents from the ocean keep it cooler in summer and milder in winter than areas farther inland. However, it is vulnerable to ocean storms, floods, and tidal waves, any of which can swamp an entire community. Wise city-builders make use of waterbreaks and levees, or place structures on higher coastal elevations. Wealthy cities might use magical defenses, such as various permanent *wall* spells designed to protect against approaching water, or weather-controlling magic to prevent great storms from spawning nearby.

CLIFF FACE

Unlike Cliffside, which grew out from a group of seaside caves, these cities are built into sheer cliffs. Some real-life civilizations have constructed cliff-face dwellings, but in a fantasy setting such communities are usually the homes of avian races such as the raptorans, from *Races of the Wild*, or the aarakocra of the FORGOTTEN REALMS® campaign setting. Traditional humanoid races might also build such cities, though, for a number of reasons.

The location is eminently defensible, forcing attackers to rappel down or scale the cliff face, all the while vulnerable to archers and magical attack. Even if an enemy reaches the structures, no more than a few attackers can enter at a time. Only with magic or flying troops does an army have any chance of taking a cliff-face city. The city's altitude puts it above the level of most floods, and makes inhabitants vulnerable only to storms moving in from a specific direction.

Not every cliff is appropriate for city-building. One must have caves to serve as homes, or at least allow for easy excavation. The dwellings must be interconnected within the cliff, or the inhabitants must build stairs or ladders on external ledges. Ledges are more vulnerable to weather and attack, but cities with ledged cliff faces are more numerous than those without.

Cliff-face communities face economic challenges. Goods must be lowered from or raised to the level of the caves, requiring great feats of magic or engineering. Crops are usually grown at the foot of the cliff or atop the vertical face. As a result, such cities are vulnerable to shortages (both naturally occurring and as the result of a siege); many of these communities keep stockpiles of emergency supplies deep within the caves.

DIVIDED CITIES

A divided city might span opposite banks of a river, spill over the top of a cliff into the valley below, or spread across a chain of tiny islands. Whatever its situation, physical, political, and social division has a major effect on the city's development. People think of themselves as residents of their district first, and then of the city as a whole. Crime rates, fashions, architecture, and decoration might be homogenous throughout the city, or they might vary so much by district that different sections feel totally distinct.

A divided city might develop for any number of reasons. If the soil is more fertile across the river, or the area more defensible from a vantage point on the mountainside, the population might naturally expand in that direction. Alternatively, two neighboring communities might grow into a single city, despite geographic obstacles. A city might also deliberately encompass a particular resource or holy site. Nor is such a city limited to two sections: A fork in a river might split a city in three, a mountainside town might have half a dozen districts at different elevations, and an archipelago city could feature dozens of tiny, independent neighborhoods.

Even if no one section of the city is intended to be richer or more important than the others, its citizens will tend to live where they feel most comfortable. Invariably, one part of a divided city becomes more popular than the others, leading to resentment among the residents of other sectors. In mixed-race cities, the dominant race might occupy the bulk of one highly desirable section, leading to tension with the less privileged inhabitants. This tension is exacerbated when one section of the city actually is more important than the others. A city built both in a valley and atop a nearby rise can defend only the higher location, to where all the valley-dwellers must evacuate in case of an attack. A city that spans a raging river likely receives more traders and travelers on one side than the other, making the favored section wealthier and more cosmopolitan. In any city of this type, the section with the clear advantage attracts the richest and most influential dwellers, deepening the social and political divide between the districts.

ISLAND CITIES

Even in a low-magic setting, the island city is a perfectly realistic concept. The city's role and influence depend upon the island's location, inhabitants, and power center. For example, a metropolis might develop on an island in the middle of an ocean separating two great continents. Such a location would support a city that is both port and trading hub, vital to communication between the land masses.

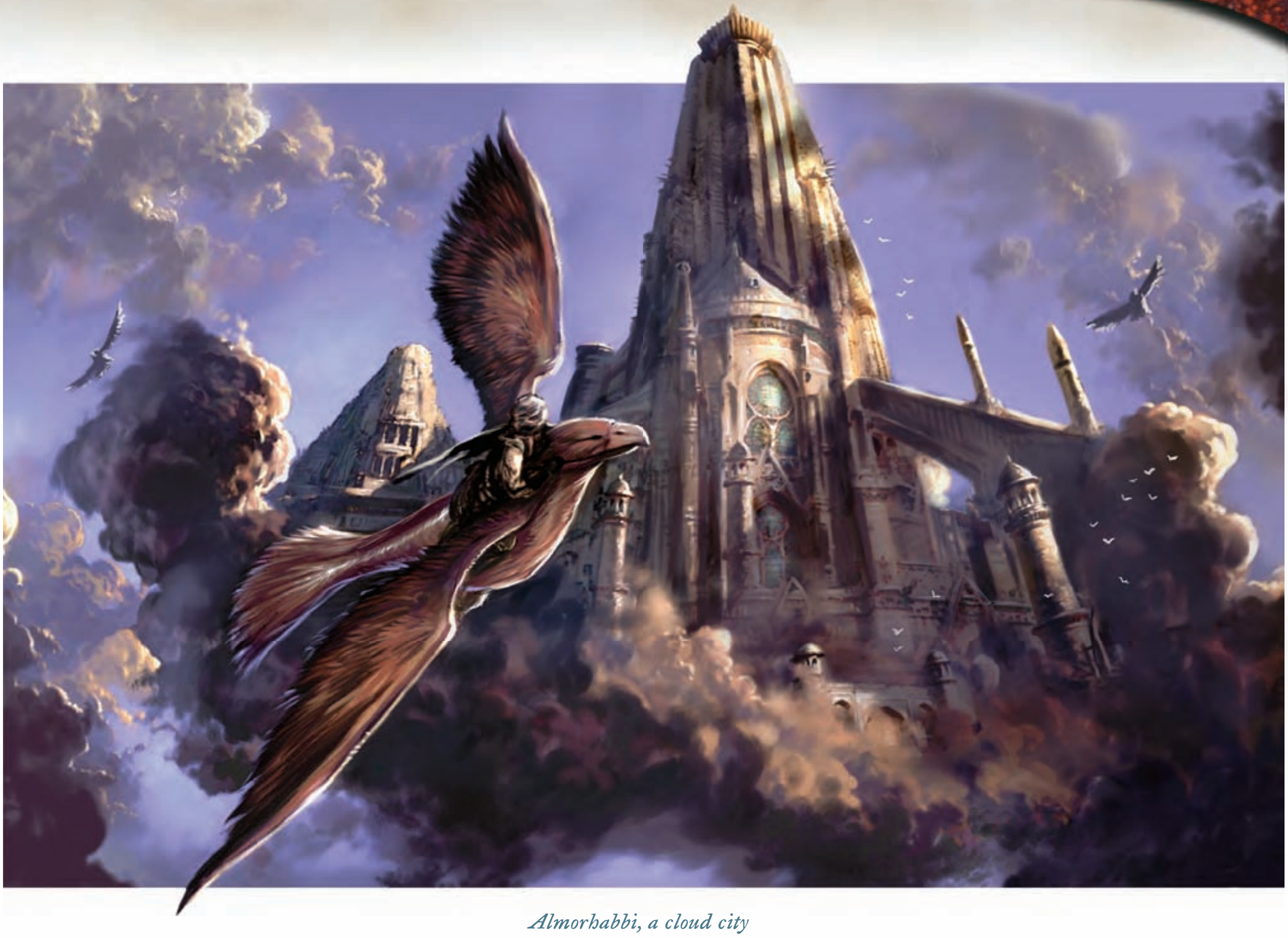
In settings where magic is more pervasive, a floating ocean city needn't be on an island at all. The Atlantis model is a classic fantasy trope: an ancient city built by mysterious, advanced peoples that has been recently discovered. Whether it has arisen from centuries beneath the waves, or drifted in from unknown waters, such a floating city provides a ready-made context for exploration. On the other hand, if the city has been continuously inhabited for centuries or even millennia, its unique situation will have affected the outlook and social structure of its dwellers.

Other interesting situations could produce a floating city. Consider a *Brigadoon*-esque scenario, in which the settlement (with or without its original inhabitants) lies under an ancient curse, suddenly appearing or disappearing in an unexpected location.

Ironically, one of the biggest concerns of any island or floating city is water. Seawater is not potable, and even Small humanoids need around 2 pints of water per day to survive, so residents need some source of fresh water. In tropical climates, they might fill cisterns with plentiful rainfall or have access to inland streams. Otherwise, the city requires a method of desalination, whether technological or magical.

SKY CITIES

Another classic element of fantasy is the city in the clouds. Many of the features and challenges of island cities are likewise present in sky cities, though such locales tend to exist only in high-magic settings. In



Almorhabbi, a cloud city

Illus. by B. Hagan

addition to other concerns, the residents of any aerial city must consider gravity. Stepping off the edge of an island will usually only result in wetness; stepping off or through a cloud can be downright fatal. Are citizens protected by a persistent magical effect, or do all of them have some way to fly?

Another factor to consider is whether the sky city is mobile. Some such cities move around, either through the will of their residents or an outside force. Perhaps the city's long-gone creators built in a propulsion mechanism, or the city simply drifts with the winds. A mobile city raises new concerns that affect environmental and social factors, especially its interactions with other communities whose space it enters. Mundane concerns such as the supply of food and water, or waste disposal, also can have unusual solutions in a city that doesn't stay put. Like other isolated areas, sky cities often have difficulty trading with others. Even when air travel is relatively common, such as in the Eberron setting, making the trip to and from a cloud city is not trivial.

Sky cities have their advantages, though, especially with regard to defense. Being a mile in the air and (if the city is mobile) being able to move away from danger makes such a city difficult to capture without an armada of airships or hordes of flying troops.

UNDERGROUND CITIES

Nothing embodies the flavor of the DUNGEONS & DRAGONS game as much as the underground civilization. Within many D&D campaigns, subterranean cities are hardly unusual. Still, building beneath the earth presents a special set of design constraints to city engineers.

Underground cities are inexorably linked to the races that inhabit them, the sun-hating drow being the best known example. Surface-dwelling races might also build cities underground for various reasons. A cataclysmic event, such as an unending storm or a destructive meteor shower, might force a community belowground. Alternatively, explorers might have discovered a valuable subterranean resource, such as a massive lake with potable water and plentiful fish, and moved into the cave to exploit the find.

Adequate light, food, and air are the primary needs of an underground city. Unless the inhabitants possess darkvision, they need some form of illumination, and (assuming they are living creatures) they need to eat and breathe. Underground cities face fewer challenges to trade than those in other unusual locations. They also can attack and be attacked more easily, producing classic conflict situations between surface-dwellers and those who live beneath them.

Features and Hazards of the City

The grand setting of a city lays down the broad strokes of its character, but small details make it memorable. Each city has its own traits and quirks. Different combinations of the following features make every city and its districts distinctive.

LIGHTING

A city's or district's general prosperity tends to correlate to its lighting at night. The worse the illumination, the poorer the area, and the higher the local crime rate.

None: The poorest cities and neighborhoods do not bother lighting their streets at all. Those who go out at night must bring their own light sources, or trust to the moons and stars.

Torches: Cities that can afford no better illuminate their streets with simple torches on posts. Torches burn quickly and require frequent replacement, so most such cities light only their most important thoroughfares.

Oil Lamps: These common and cheap lights consist of simple fuel reservoirs and wicks set atop lampposts. These are easier to maintain than torches and burn more slowly, but they provide only feeble lighting. In particularly close quarters such as narrow streets or alleyways, smoke from burning oil can accumulate into a smelly, vision-blurring cloud (see City Hazards on page 31).

Lanterns: Glass-enclosed lanterns are typical in wealthy districts and are more widespread in prosperous cities. They provide brighter and cleaner illumination than most other nonmagical sources. (Sunrods are even brighter light sources, but their cost makes them impractical for citywide use.) Where glass is unavailable or unknown, lanterns might instead use thin parchment or cloth to shield their flames.

Continual Flame: Major metropolises often employ *continual flame* spells, at least in important districts. Clean and requiring no maintenance, such lighting is by far the most efficient means of illumination—for those who can afford the high cost of hiring spellcasters or crafting wondrous items. *Continual flame* torches or lanterns are sometimes stolen, so city guards must keep an eye out for suspicious behavior around lampposts. The result is that only the better parts of town enjoy such illumination, even if the city can afford more.

Magical Daylight: If the DM decides to allow *daylight* spells to be made permanent (*PH* 260), such effects can produce the best illumination available. However, only the wealthiest districts of the most prosperous cities can afford this kind of luxury. Such illumination bathes major intersections and important structures in perpetual brightness. In addition to its substantial expense, this form of lighting makes sleeping difficult, so it is almost never used in residential areas.

ROADS AND STREETS

The following information expands upon the urban features described in the *Dungeon Master's Guide*.

Alleys: Most alleyways are 5 to 10 feet in width, though some are as narrow as 2 or 3 feet. Alleys are rarely paved, except in the wealthiest districts. Most are unlit, even if they connect to brightly illuminated streets.

Streets: The average city street is 15 to 20 feet wide, though byways might only be 10 feet wide. Paving depends on the wealth of the district and the importance of the street.

Avenues: These major thoroughfares are not found in every city. They average 25 feet wide, allowing carriages and wagons to pass in both directions while providing walkways for pedestrians on either side, and are normally paved with cobblestones. These roadways usually provide access to city gates, major governmental and religious centers, and large marketplaces.

SURFACES AND FOOTING

The size and width of a street can be of secondary importance to its quality.

Rough Dirt: An unpaved road that sees substantial use might be rutted from wagon wheels or could develop holes after a strong rain, becoming uneven. An uneven dirt road qualifies as light rubble, increasing Balance and Tumble check DCs by 2. During a heavy rain, a dirt road might turn to mud. In such terrain, each square of movement costs 2 squares, much like shallow bog.

Packed Dirt: A dirt road that is kept in decent repair does not deteriorate readily, so it does not impose penalties on Balance and Tumble checks as does a rough road. It still can become mud during a storm, though.

Broken Cobblestones: Even a city that can afford to pave its streets might not be able to afford to maintain them. Over time, cobblestones break or become dislodged, and the road becomes rougher. Treat this kind of terrain as light rubble, increasing the DCs of Balance and Tumble checks by 2. A surface of broken cobblestones never becomes muddy in rain.

Cobblestones: A well-maintained paved road remains smooth and firm, regardless of weather, and imposes no penalties on movement.

Upheaval: All the above entries assume typical conditions. Storms, earthquakes, magical assault, and other disasters can reduce roadways to troublesome obstacles. Treat a dirt road churned up by such a disaster as mud, imposing the penalties described above. A paved road that has been shattered becomes the equivalent of dense rubble. Every square of movement costs 2 squares, Balance and Tumble check DCs increase by 5, and Move Silently check DCs increase by 2.

SEWERS

Winding sewer systems, filled with dark passages and strange creatures, are a staple of fantasy adventuring. In truth, only the largest and wealthiest cities boast such amenities. Smaller or poorer cities must use less sophisticated methods.

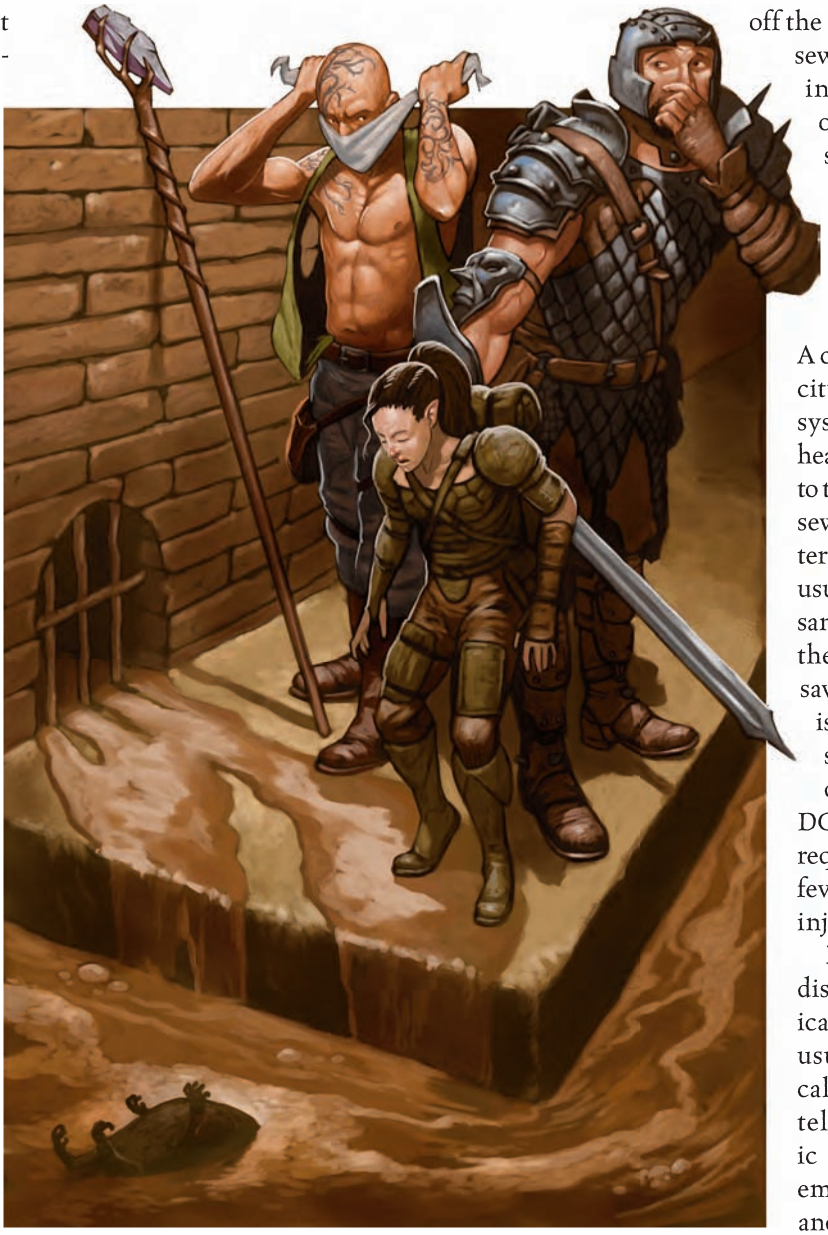
No Sewers: Many poor communities, particularly those with ineffective or uncaring governments, have no disposal systems. People dump trash and waste into alleys and even onto main streets, where it sits and festers. In addition to smelling horrific, these areas are breeding grounds for disease. The DC of the initial Fortitude save to avoid nausea is 15. See the Hazards of Poor Sanitation sidebar.

Drainage Ditches: These are a series of small ditches dug beside city streets. Some angle downhill, allowing their contents to empty into a nearby body of water, or at least to flow beyond the city borders. Others do not move the waste anywhere but simply keep it out of the main roads. The DC of the initial Fortitude save to avoid nausea in such areas is 10. See the Hazards of Poor Sanitation sidebar. Characters who take damage risk filth fever only if they are standing in, or directly beside, a drainage ditch when they are injured.

Drains: The simplest true sewer system consists of a series of drains and grates in streets, alleyways, and some people's homes. Drains empty directly into an underground river or cistern, or simply deposit waste in a pit. The drains themselves smell bad, but the city does not present a health hazard.

Sewer Pipes: Slime-slick halls of stone or brick, enclosing clay or metal pipes sealed with bars, permit both waste and rainwater to flow off the city's streets. Most sewer systems empty into a nearby body of water. Their passageways are large enough to allow for maintenance, but they can be confusing—even mazelike. A city (or portion of a city) that has a sewer system presents no health hazards except to those who enter the sewers. Such characters are subject to the usual hazards of poor sanitation: The DC of the initial Fortitude save to avoid nausea is 15. Combat in the sewers is especially dangerous, with a DC 15 Fortitude save required to avoid filth fever after becoming injured.

Magic: Few cities dispose of waste magically, since doing so usually isn't practical or affordable, but teleportation magic could be used to empty sewage pipes and drainage ditches. Such systems should



This job really stinks!

Illus. by W. Mahy

be built to take into account the ultimate destination of their contents.

For more on sewers as an adventuring ground, see The Urban Crawl on page 145.

DEFENSIVE FORTIFICATIONS

A city is often defined by its defenses—or lack thereof. Traditional defenses take the form of fences, walls, moats, and similar obstacles. In a fantasy setting, however, these measures are less effective than they were historically. A moat can stop an advancing army, but a dragon or a wizard can fly right over it. A wall might be high enough to impede a 6-foot-tall human, but what about a 26-foot-tall giant? Nonetheless, such features remain the most common forms of city defense—something, after all, is better than nothing.

In most walls stronger than simple wood fences, the gates are equivalent to either strong wooden doors or iron doors (*DMG* 60), depending on construction. Treat gates in a fence as good wooden doors. In all cases given below, hit points are per 10-foot section of wall. (If you're interested in more detailed rules for defensive fortifications, see Chapter 2: Building Adventures in the *Heroes of Battle* supplement.)

None: Surprising though it seems, given the frequency of wars and the presence of so many monsters, many communities—even some great cities—have no defenses at all. The reasons for this deficiency could include insufficient wealth, a recent attack that obliterated previous fortifications, or being located in a peaceful region that makes defenses unnecessary.

Wood Fence: Hardness 5, 15 hp, break DC 18. Simple wooden barriers are most common around towns and villages, but some larger communities can afford no better. A fence is usually 5 to 10 feet in height.

Wooden Bulwark: Hardness 5, 45 hp, break DC 28. This is a heavy wall of logs or thick lumber. Wooden bulwarks are cheaper and easier to put up than stone walls, but they do not offer the same level of protection. (They are also, of course, vulnerable to fire.) These walls are usually 8 to 15 feet in height.

Rammed Earth Wall: Hardness 6, 60 hp, break DC 28. These structures are heaps of earth, piled up and packed. Rammed earth walls are quick to build but are not hard to break through, nor are they difficult to climb. (Treat a rammed earth wall as a rough surface for the purpose of Climb checks.) As well, heavy rain can severely weaken or wash out such structures. Rammed earth walls stand only 5 to 10 feet tall—much higher and they risk collapse.

Stone Wall: Hardness 8, 180 hit points, break DC 45. Consisting of slabs of granite or similar stone, these walls are difficult to construct but more effective than anything made of wood or dirt. They are roughly 1 foot thick on average and stand 8 to 15 feet tall.

Layered Wall: Hardness 8, 450 hp, break DC 55; or hardness 8, 1,170 hp, break DC 70. Resembling the popular image of a castle wall, a layered wall is many feet thick, consisting of two layers of stone with earth packed in the space between. Such fortifications are exceedingly difficult to break through. Typical layered walls stand from 20 to 30 feet tall and are 10 feet thick. Larger examples are up to 40 feet in height and 15 feet thick.

Magical Defenses: Many magical fortifications aren't innately more effective than mundane ones. Barriers created with *wall of iron* and *wall of stone* differ only slightly from standard walls—and the expense of surrounding a city with such magical constructions would be substantial. Instead, some communities hire spellcasters to respond to breaches in a wall during battle: A spell patches the hole far more swiftly than mundane workers could manage.

The most effective magical barrier might be a permanent *wall of force* combined with a *dimensional lock* effect, which can withstand almost any sort of attack. But casting enough of these spells to protect an entire city is prohibitively expensive. Only the very wealthiest cities, or those ruled by arcane practitioners powerful enough to do the job themselves, could even consider using such methods. A slightly more common practice, though still an expensive one, is to protect only important structures or districts with

HAZARDS OF POOR SANITATION

Bad sanitation is not only unsightly but also unhealthy.

Anyone unaccustomed to the stench must make a Fortitude save upon first entering an area of bad sanitation. On a success, the character is sickened for 2d4 minutes. Failure results in the character being nauseated for 2d4 minutes and sickened for the next 24 hours. A new save is required every 24 hours, but the DC drops by 1 each day following the first. Once the save DC drops below the character's normal Fortitude save bonus, she is no longer susceptible.

The risk of disease is pervasive in such areas. Anyone in the affected area who takes more points of damage in 1 round than his current Constitution score (not modifier) must succeed on a DC 12 Fortitude save or contract filth fever (*DMG* 292).

such spells. In this case, mundane defenses protect the bulk of the city.

Moat: Most people think of moats as surrounding individual castles, but one can also encircle an entire city. A moat need be nothing more than a deep ditch, but it could be filled with water, spikes, or more horrific substances such as acid or poisonous thorns. Treat such barriers as pit traps, water obstacles, or heavy rubble, depending on the contents. The sides of moats are steep slopes (*DMG* 89).

SPECIAL FEATURES

A given city might have interesting or unique features not encompassed by the previous categories. Below are a few examples, both mundane and mystical. Feel free to augment these with ideas of your own, drawn from both historical and fantasy inspirations.

Aqueducts: Some advanced cities use systems of aqueducts to channel water from distant lakes and rivers. Stone pipelines and tunnels with a gradual slope direct water toward the city and into cisterns or the sewers. A fantasy city might instead use a magic *portal* to a nearby lake, or even a small *gate* connecting to the Elemental Plane of Water. (The latter requires guards or magical defenses against potentially hostile creatures that might arrive along with the water.)

Bathhouses: Many large cities feature communal baths, sprawling complexes of plain stone or marble where people can relax and socialize. Some contain nothing more than hot- and cold-water pools. Others are complete recreational facilities, with wine rooms, restaurants, barbers, exercise areas, and other amenities. Unlike most other luxuries, the baths are usually available to all citizens, though the wealthy and powerful might have access to nicer facilities. Generally, only cities with running water can have bathhouses.

Canals: A network of canals running through a city can facilitate transportation and trade, form a sewage and drainage system, or separate city districts. The canals might also be home to strange creatures, which could be allies or enemies of the city's people.

Communication and News: How do the people of the city learn what's going on their world? In some areas, people pick up rumors where they can, and travelers are the best source of news. Some cities employ a town crier, a person who walks the streets shouting about recent major events. Even without mass printing, simple broadsheets in the marketplace might announce upcoming events. In a high-magic setting, the city authority might project illusory images at a fixed time and place each day to inform the citizens of the latest news.

Institutions: A sizable or important city likely includes noteworthy institutions, such a wizards' college, a major library, or a great cathedral. The institutions you include in a city affect the resources available to the citizenry (and the PCs) in a variety of ways.

Interior Walls: Some cities isolate their districts from one another with walls or gates. The presence and nature of such barriers reflect the attitudes of the city government and its upper classes, or might warn of a high crime rate (and the two factors might be connected).

Monstrous Inhabitants: Does the city welcome unusual citizens? If the dominant culture is human, does it allow giants in the army, or bugbears in the city watch? Different cities have varying levels of tolerance for monstrous inhabitants. Some might welcome unusual humanoids but nothing more exotic, while a truly fantastic metropolis might have a mind flayer politician or an undead district.

Public Transportation: Does the city provide some means for citizens to travel from one place to another? Depending on the context and the availability of powerful magic, such a service can range from carriages or rickshaws for hire to a publicly maintained system of teleportation spells. For example, in the EBERRON setting, the city of Sharn has flying carriages to take citizens to its various towers.

Security: A wealthy city might employ magical protection against attack or crime. Examples include doorways that detect or even disable weapons, and watchtowers that automatically launch *fireball* spells against advancing siege engines. If safeguards against crime exist, local criminal organizations probably know where they are and how to circumvent them—until the city improves its defenses.

Sprawl: Depending on its situation, a city might build up or out. Most cities tend toward one direction or the other, but rarely both. Depending on its method of expansion, a city's buildings might be either tall spires or squat blocks.

CITY HAZARDS

As with any other terrain, the urban environment has its own dangers. Some are obvious and easy to avoid, at least for natives, while others can trap or harm even the most wary individuals.

NATURAL HAZARDS

In addition to the hazards presented below, a city's road conditions and level of sanitation might increase the danger.

Decrepit Buildings: Old, abandoned buildings can come down with dangerous ease. Weakened by age and weather, they have half the normal hardness of their component material. An attack or an area spell inside such a building deals damage to the structure more easily. Whenever a decrepit building takes damage, roll 1d20: If the result is at least equal to the damage dealt, the building collapses. Anyone inside a collapsing building takes 1d8 points of bludgeoning damage for each floor of the building's height (assuming 10 feet of height for each story of the structure) and is pinned beneath the rubble. A successful DC 15 Reflex save halves the damage and avoids the pin. A character can escape the pin with a successful DC 24 grapple or Escape Artist check. Each round a character remains pinned, he takes an additional 1d6 points of damage.

Lamp Smoke: In cities that use oil lamps for illumination, smoke can accumulate in small alleys or narrow roads. The smoke causes eyes to water, and obscures vision, but doesn't provide concealment. Creatures inside the smoke take a –2 penalty on attack rolls, as well as on Search and Spot checks.

Plague Animals: Much of a city's wildlife feeds on garbage or dwells in the sewers, exposing the creatures to disease. Any feral animal encountered in a city has a base 10% chance of being a disease carrier. If the city has only drainage ditches to deal with waste, this chance increases to 20%; if the city has no waste disposal system at all, it rises to 40%. If an animal is a carrier, anyone it injures is susceptible to filth fever (Fortitude DC 12 negates). This save is in addition to any that might be required due to unsanitary conditions.

Potholes: Even on well-kept roads, cobblestones occasionally crack, or packed earth sinks, forming potentially hazardous potholes. A small pothole (1 foot or less in diameter) requires a successful DC 15 Spot check to notice. Any creature moving on land across an undetected small pothole must succeed on a DC 10 Reflex save or fall prone, taking 1d4 points of nonlethal damage. A small pothole does not harm a wagon or carriage, but the Concentration DC to cast spells while moving over it increases by 5.

Large potholes (2 to 3 feet in diameter) are easier to detect, requiring only a DC 10 Spot check. Any creature moving on land across an undetected large pothole must succeed on a DC 15 Reflex save or fall prone, taking 2 points of Dexterity damage and a –5 penalty on any land-based movement rate, due to leg injury. The driver of a carriage or wagon that moves into a large pothole must succeed on a DC 15 Handle Animal or Profession (teamster) check. On a failure, the vehicle's wheels and axles are damaged, requiring 1d20 hours and the appropriate Craft skill to repair.

Sinkholes: Due to hollows in the earth or erosion from heavy rains, sections of land might collapse entirely. A slow sinkhole is comparable to quicksand (*DMG* 88), while a sudden sinkhole is treated as a 20-foot-deep (or even deeper) pit trap that cannot be reset.

MAGICAL HAZARDS

The prevalence of magic in a fantasy city produces unnatural dangers unique to that environment.

Alchemical Fog: Alchemical and magical experimentation and item creation frequently involve burning and boiling various substances. On dry, windless days, the fumes released by these processes accumulate in pockets of alchemical fog. A fog might cover only a single building or city block, or it might spread across entire districts.

A creature that enters an alchemical fog must attempt a DC 12 Fortitude save, with an additional save every 24 hours spent within the fog. Success means no physical impairment other than an annoying cough. On a failure, the creature is sickened for 24 hours. If a creature is sickened by the fog for a number of consecutive days equal to its Constitution modifier (minimum 1), it takes 1d2 points of Constitution damage each consecutive day it remains sickened.

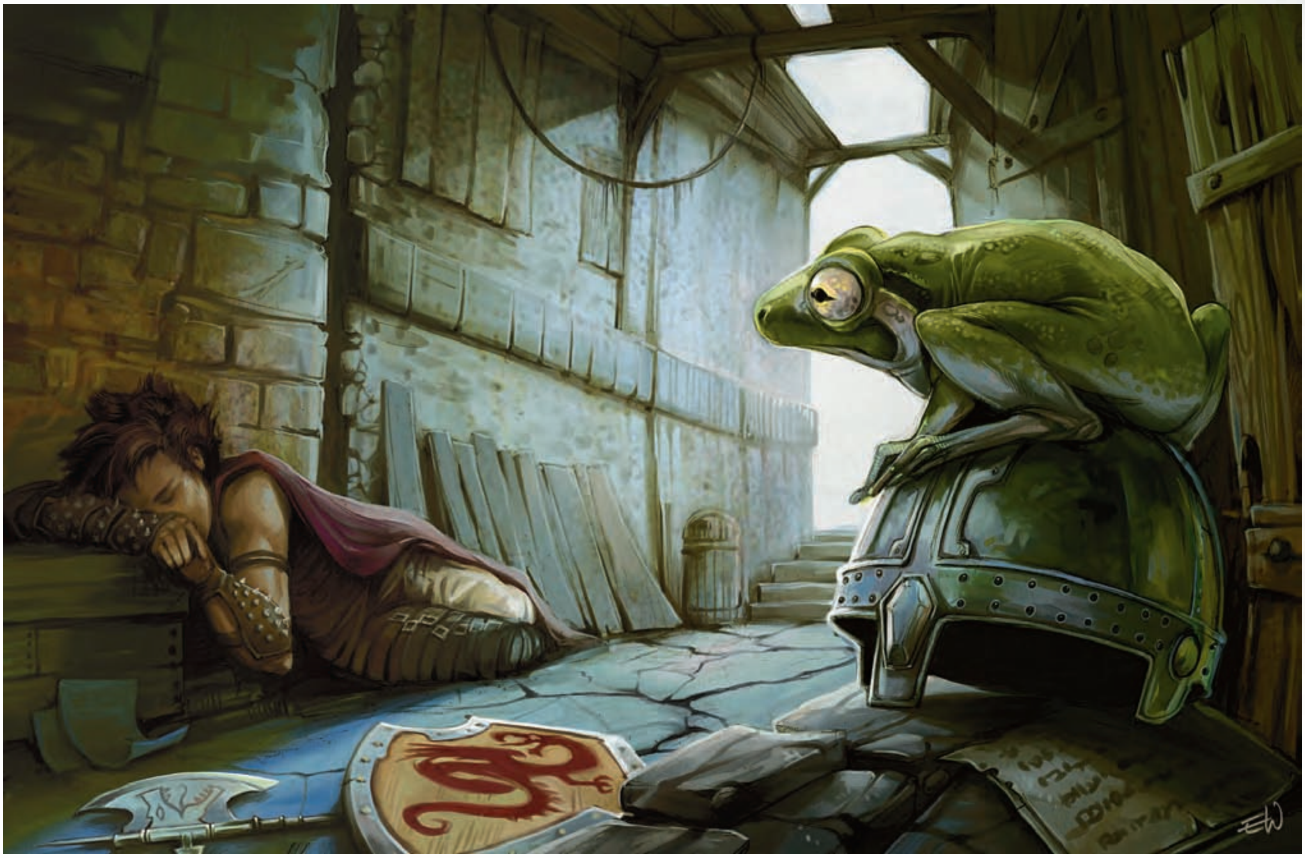
An alchemical fog can last for days or, rarely, weeks or months. Roll 1d10: On a result of 1–9, the fog remains for that many days. On a result of 10, roll again and add that result to 10. (Continue rerolling as long as the die keeps coming up 10.) The fog's duration also depends on if the weather remains dry and calm. Should a strong wind arise or a storm blow in, the fog dissipates regardless of the predetermined duration.

Alchemical Rain: Sometimes the fumes that create an alchemical fog rise into the upper atmosphere, resulting in alchemical rain. The first rain after an alchemical fog is dispersed is usually an alchemical rain, but such a phenomenon can occur without warning.

The dissolved substances in alchemical rain are highly caustic: Any creature or object caught in an alchemical rain takes 1 point of damage per round on a cumulative basis—1 point of damage in the first round, 2 points in the second, 3 points in the third, and so forth. Thus, a lengthy alchemical rain can eventually damage even objects that have reasonably high hardness.

Alchemical rains are usually brief, but sometimes can last for several minutes. Roll 1d10: On a result of 1–9, the rain falls for that many rounds. On a result of 10, roll again and add that result to 10. (Continue rerolling as long as the die keeps coming up 10.)

Arcane Pollution (CR 5): Arcane pollution is a rare phenomenon that occurs in and near wizards' colleges and arcane laboratories. In a 60-foot radius around a central point, the atmosphere is tainted by magical residue and the effluvia of arcane experiments,



Arcane pollution comes in many varieties—and baleful polymorph is one of the worst

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producing random spell effects. A creature entering an area of arcane pollution must succeed on a DC 17 Fortitude save to avoid its effects. On a failure, roll 1d20 and consult the following table; the creature is targeted by the listed effect.

Arcane Pollution Effects

d20	Spell Effect*
1	*Baleful polymorph* (up to Small animal or Small vermin only)
2–3	Gain spell resistance 14 for 4d20 minutes
4–6	Change to random color for 4d20 minutes
7–9	*Confusion*
10–11	*Deep slumber*
12	Targeted *dispel magic*
13	*Displacement*
14	*Enervation*
15	*Enlarge person*
16	*Haste*
17	*Hold person*
18	*Reduce person*
19	*Slow*
20	*Teleport* (1d10 miles, random direction)

* If a spell effect requires a saving throw, the DC is 13 + spell level. Each spell has a default caster level of 10th.

An *antimagic field* suppresses the effect of arcane pollution. Arcane pollution can be destroyed with a successful *dispel magic* check (DC 10 + the level of the spell effect). Unless the pollution is suppressed or destroyed, it remains in place permanently.

Black Mold (CR 4): Black mold is an insidious substance that can produce citywide epidemics without any readily apparent source. Black mold can appear anywhere within 1 mile of a major source of magical energy or alchemical fumes—in other words, almost anywhere in a city. This mold usually grows in 5-foot-square patches. It favors corners and shadowy areas, requiring a successful DC 15 Search or Spot check to detect. Living creatures within 30 feet of black mold must succeed on a DC 14 Fortitude save or contract mindfire (*DMG* 292). They must repeat this save for every 24 hours of exposure, even if the first save was successful. Physical contact with black mold deals 1d4 points of Intelligence damage as well as requiring a save to avoid the disease. Direct sunlight renders black mold dormant. Fire and *remove disease* destroy it.

Necrotic Miasma (CR 3+): Sometimes a city's magical residue combines with the psychic anguish of the victims of violent crimes. This necrotic miasma lingers in an alleyway or building, causing the area or structure itself to consume life energy. Such locations are often the source of local haunting tales, because undead tend to congregate there.

A living creature takes 1d6 points of damage every round when it is inside a building or an area tainted by necrotic miasma. A successful DC 12 Fortitude save halves this damage; this save must be repeated in each round that exposure continues. Damage can manifest as a feeling of weakness and pain, or wounds might open on the subject's flesh. This is a necromantic death effect, and is thwarted by *death ward* and similar protections. Undead in the area benefit as from the effect of a *desecrate* spell.

A *consecrate* spell suppresses the effect of necrotic miasma, and *hallow* removes the hazard entirely. Nothing else works; even if an affected structure is destroyed, the necrotic miasma still lingers in the area.

City Districts

Most cities are divided into districts. The decision to create districts might occur during the planning stages of a city, with an eye to accommodating specific structures and functions. In many cases, districts grow from habit: The wealthy favor the area with the best views and greatest security, while tanners and butchers and alchemists end up far downwind of the general populace.

A district might be a single neighborhood or city block, or it might encompass a large area. Districts have their own purposes or identities. Some contain similar types of buildings, such as a waterfront or shop district. Others, such as a lord's keep or a garrison, are single buildings or complexes with large numbers of residents and staff. A district can contain as few as several dozen people, or

BUILDING AND BUSINESS DESCRIPTIONS

The entries in this section make frequent references to concepts such as "fine lodging" or "exotic trade." Examples and definitions of each are provided here.

Temples: Church, cathedral, roadside altar, shrine. (Temples note representative deities but do not necessarily restrict worship to those faiths.)

Lodging: Almshouse, boarding house, hostel, inn. Lodging ranges from good to poor (*PH* 129); in upper-class districts, fine lodging is available.

Food: Club, eatery, restaurant, tavern. Food ranges from good to poor (*PH* 129); in upper-class districts, fine food is available.

Trades (Exotic): Alchemist, art dealer, calligrapher, costume shop, imported goods, magic armor dealer, magic item dealer (general), magic weapon dealer, pet store, potion dealer, rare wood merchant, scroll merchant, soap maker, spice merchant, trapmaker, wand vendor.

Trades (Fine): Antique dealer, bookbinder, bookseller, candy maker, clockmaker, cosmetics dealer, curio dealer, dice maker, distiller, fine clothier, gemcutter, glassblower, glazier, goldsmith, inkmaker, jeweler, map vendor, papermaker, perfumer, pewterer, sculptor, seal maker, silversmith, slave auctioneer, toy maker, trinkets shop, vintner, wiresmith.

Includes average trades with higher quality and increased cost (masterwork).

Trades (Average): Armorer, baker, bazaar, blacksmith, bowyer, brewer, butcher, carpenter, carpet maker, cartwright, chandler, cheesemaker, cobbler, cooper, coppersmith, dairy, fletcher, florist, furniture builder, furrier, grocer, haberdasher, hardware store, herbalist, joiner, lampmaker, locksmith, mason, merchant, music shop, outfitter, potter, provisioner, religious items dealer, roofer, ropemaker, saddler, sailmaker, shipwright, stonecutter, tailor, tapestry maker, taxidermist, thatcher, tilemaker, tinker, weaponsmith, weaver, wheelwright, whipmaker, wigmaker, woodworker.

Includes poor trades with higher quality and increased cost (masterwork), as well as fine trades at lower quality and lower cost (80% normal).

Trades (Poor): Bait and tackle shop, basketweaver, brickmaker, broom maker, chandler, charcoal burner, dyer, firewood vendor, fishmonger, fuller, leatherworker, livestock yard, lumberyard, miller, netmaker, tanner.

Includes average trades with lower quality and lower cost (80% normal).

Services (Fine): Animal trainer, apothecary, architect, assassin, bank, barrister, bounty hunter, cartographer, dentist, engraver, illuminator, kennel, masseur, mews, moneychanger, sage, scribe, spellcaster for hire, tutor.

Services (Average): Auction block, barber, bookkeeper, brothel, clerk, engineer, fortune teller, freight handler, guide, healer, horse trainer, interpreter, laundry, messenger, minstrel, navigator, painter, physician, public bath, sharpener, stable, tattooer, undertaker, veterinarian.

Services (Poor): Acrobat, actor, boater, buffoon, building painter, burglar, carter, fence, gambling hall, juggler, laborer, limner, linkboy, moneylender, nursemaid, pawn shop, porter, ship painter, silo, teamster, warehouse worker.

Not all services represent established places of business. Many—particularly providers of criminal services such as assassins, burglars, and fences—are individuals who live in the district and are available for hire to those who know how to reach them. Similarly, professionals such as architects, bookkeepers, and guides might not have fixed offices, but might work from their homes or travel to their employers' place of business. Finding such professionals is usually easy, though, since most rely on advertising or word of mouth.

Residences: Fine residences cost 2d8×10 gp per month to rent, or 2d8×1,000 gp to buy. Average residences cost 1d4×10 gp per month to rent, or 1d4×1,000 gp to buy. Poor residences cost 1d4 gp per month to rent, or 1d4×100 gp to buy.

In addition to buying or renting a residence, characters might wish to purchase a business or other building in a city. A poor shop (for trades or services) typically costs 2d4×100 gp, including rough shelves, a sales counter, and a back room for storage. An average shop costs 2d4×1,000 gp, including polished wood floors, handsome shelves, a picture window, and glass cases. A fine shop costs 4d8×1,000 gp and has marble floors, locked display cases, leather chairs, and various other luxuries.

as many as several thousand. Most average between 300 and 600 individuals. Some cities have multiple examples of the same district, but few contain every kind. As a general guideline, small cities have about twenty districts, large cities around forty, and metropolises roughly eighty.

The terms "quarter," "neighborhood," "ward," "end," and "section" might be used instead of "district."

DISTRICT DESCRIPTIONS

The following district descriptions assume a traditional city government (rule by nobles and royalty), and a human-dominated culture. You should alter details to fit specific circumstances. For instance, the theater and red-light districts are normally considered lower-class areas, but in a city widely known for arts or debauchery, they might be middle- or upper-class destinations. Similarly, a city with a high population of dwarves might have an upper-class dwarf neighborhood, while one dominated by elves might have no specific elf neighborhood at all, but instead a human quarter.

Districts are presented in descending order of social class. Each district's entry includes the following information.

Social Class: Upper, middle, or lower class. See the Community Wealth sidebar, page 46.

Power Center: This entry describes whether a district has its own power center. If such is the case, the presence of that power center need not affect the power center of the city as a whole. A district that "always" has an independent power center cannot exist without the required powerful leader (for example, a civic district requires a city government). Typically, a small city has up to two independent power centers, a large city up to three, and a metropolis up to four.

If a district can have a power center, its type is identified as on *DMG* 137: conventional, magical, nonstandard, or monstrous. A parenthetical entry describes the most common form a power center takes.

Buildings: This entry gives some information about the sorts of buildings a given district might contain. The listed percentages do not add up to 100 but allow a remainder of 1–2% to account for unique buildings, such as temples, keeps, specialty shops, garrisons, and the like.

Description: This entry provides a summary of the district's purpose, as well as its flavor and feel—what sorts of sights, sounds, and smells characters are likely to notice while passing through.

Plot Hook: This entry offers a brief adventure suggestion to involve PCs who visit the district.

CIVIC

Social Class: Upper.

Power Center: Always—conventional (town council).

Buildings: Council hall, bureaucratic offices, monument/memorial, guard post, temple (Heironeous, Pelor, St. Cuthbert), fine lodging (5%), fine food (10%), exotic trades (15%), fine trades (23%), average trades (23%), fine services (23%).

Description: The civic district, or noble quarter, is the seat of government (or at least bureaucracy). Nearly everyone who works in the district earns a living from the government, either directly or by serving the needs of city officials. Although adventurers must come here to meet officials who have posted job offers and rewards, guards and local inhabitants frown on the presence of "rough and tumble" types. Those who obviously do not belong (especially the poor, and perhaps even the PCs) are advised not to loiter. Fancy garb at the height of fashion is common, crafted from the finest materials. The streets are crowded with carriages and couriers both on foot and horseback. The hum of conversation fills the air, punctuated by the occasional trumpet calling some assembly to order. Workers keep the streets relatively clean, so the district has a better odor than most.

Plot Hook: The PCs have come to the civic district to answer a call for adventurers. The mission is typical, perhaps clearing out a nest of wererats in the city, or driving a tribe of goblins from the neighboring farmland. Upon arriving, they discover that the noble who was to have hired them has been murdered, and they are now suspects. Was the death coincidental? Is it tied into the job they were about to take? Or was the job offer merely a lure to frame them?

ELF NEIGHBORHOOD

Social Class: Upper.

Power Center: Often—nonstandard (elders).

Buildings: Temple (Corellon Larethian), druid grove, fine lodging (10%), fine food (8%), exotic trades (5%), fine trades (20%), fine services (10%), fine residences (44%).

Description: Elf neighborhoods can be places of natural beauty or grotesque parodies, depending on the city. Communities with true respect for elves, and sufficient resources, allow them to build as they wish. In these instances, structures within the city incorporate and work with natural elements, just as in true elf cities. Elsewhere, these neighborhoods suffer from the grossest human stereotypes of elves, full of impractical tree houses and the like. Sometimes the elves must make do with human-style structures. Regardless, the inhabitants of these districts display a grace of manner and adornment that always impresses visitors. Colors tend toward greens, golds, and earth tones. The air seems filled with melody, due in part to the prevalence of the Elven language, and the district smells faintly of loam and growing things.

Plot Hook: Elves on the edges of their district have been targeted by what appear to be racially motivated assaults. If the perpetrators are not uncovered soon, the elves will take matters into their own hands, potentially leading to an all-out race war in the city.

EMBASSY

"I hate patrolling embassy row. Break up the wrong fistfight, and you might find yourself at war with a realm you've never even heard of."

—Cholak, city watch rookie

Social Class: Upper.

Power Center: Often—nonstandard (foreign nobles).

Buildings: Embassies (10%), diplomatic residences (20%), fine lodging (14%), fine food (17%), exotic trades (7%), fine trades (15%), fine residences (15%).

Description: Most foreigners in a city dwell in the poorer quarters, limited by both local prejudice and lack of understanding of other customs—but few governments want to risk angering other nations. Thus, ambassadors, officials, and visiting nobles from abroad are often housed in an embassy district, if insufficient room is available in other upper-class neighborhoods. In some cities, the buildings here are of fine quality, but still designed in the local style. Particularly in cities that deal most often with one or two nations, builders make some effort to design in specific foreign styles, The ambient sound of the area is noticeably different from the rest of the city, due to the unusual languages and accents of the inhabitants, and exotic clothes and fashions abound. Embassy districts are well guarded, and people without legitimate business in the area are brusquely escorted elsewhere.

Plot Hook: An emissary of a country hostile to the PCs (or perhaps to a family member or ancestor of one of the PCs) has taken up residence in the embassy district. Since his or her arrival, the characters have encountered substantial political difficulty and have been the targets of increasing "random" attacks in the streets. Is this the work of the foreign ambassador? And if it is, what can the PCs do about it? Even if he is proven guilty, the emissary might claim diplomatic immunity.

FINE SHOPS

Social Class: Upper.

Power Center: Often—nonstandard (plutocrats).

Buildings: Banks (2%), fine lodging (6%), fine food (8%), exotic trades (14%), fine trades (40%), fine residences (28%).

Description: While the general marketplace is chaotic and boisterous, this district is genteel. The shops still see heavy traffic and vigorous haggling, but their well-dressed clients arrive in carriages. Negotiations are conducted softly and politely. The shops are clean and neat, with lettered signs and tasteful decorations. The air has a light scent of perfume, and armed guards patrol the streets.

Plot Hook: Despite the presence of the city guard, numerous shops in this district have been robbed in the past month. In each case, only a single object of great value was stolen. Many shopkeepers have hired private security, and some have even implemented magical safeguards, but nothing seems to work. A call has gone out for "private investigators" to determine who (or what) is responsible, and to prevent it from happening again.

LORD'S KEEP

Social Class: Upper.

Power Center: Always—conventional (noble).

Buildings: Manor house, bureaucratic offices, servants' quarters (12%), garrison post, chapel (Heironeous, St. Cuthbert), average trades (85%).

Description: In many cities, the local lord dwells in a vast estate, often separated from other districts by walls or gates. This estate might be a single massive house or a complex of buildings. It contains the living quarters of the city's ruler, offices and meeting chambers, and often a parade ground or ceremonial gathering place for public addresses. The lord's keep is also often, though not always, the location of the city's highest court. Citizens with no official business are usually turned away unless they are invited or come as petitioners. The estate grounds are meticulously kept and usually feature large gardens, luxurious fountains, hedge mazes, and the like. People are clad in the latest fashions, and carriages are as common as pedestrians. The air smells relatively fresh here. In most cases, the lord's estate has not only its own defenses but also an independent source of water, enabling it to withstand a short siege even if the city should fall.

Plot Hook: People who dwell near the lord's keep have reported odd lights and terrifying sounds coming from the estate and its surroundings late at night. A few rumors suggest that people who come near the gates after midnight simply disappear. The lord and the estate staff deny that anything unusual is happening, however, and no official investigation is under way.

MAGIC

"I was just walking past the tower when it turned into green slime and poured down into the sewers. Try explaining that to the watch captain."

—Cholak, city watch rookie

Social Class: Upper.

Power Center: Often—magical (spellcasters guild).

Buildings: Exotic trades (18%; 3% magic item dealers), fine trades (29%; 9% spellcasters for hire), temple (Boccob or Wee Jas), fine food (8%), fine services (15%), fine residences (28%).

Description: Magic districts are as varied as the arcane casters who dwell there. Some buildings are luxurious but mundane, barely distinguishable from noble estates. Others flaunt impossibly tall and slender towers, float above the earth, consist of impossible or malleable shapes, or feature even stranger sights. Pedestrians appear ordinary in the more subdued magic districts, while the streets in overtly arcane districts might be traveled by outsiders, elementals, undead, and fey. Visitors experience unique sounds and scents—even if no individual stimulus is alien, the bizarre combination can be disorienting.

Special: The presence of a magic district increases a city's gp limit by 25%, though it does not affect available assets. This adjustment reflects the higher-than-normal availability of expensive magic items. Multiple magic districts in a city do not increase its gp limit further.

Plot Hook: A cabal of powerful wizards has declared the magic district an independent city-within-a-city, and refuses to acknowledge any rule of law other than its own. The city's ruler cannot afford to let this situation stand. Not only is it an affront to the city as a whole, but the loss of income from the magic district would be a major economic blow. In addition, many of the district's inhabitants do not support the cabal. The city cannot muster sufficient forces to confront the rogue wizards. The lord needs a group of stalwarts capable of navigating the district to deal with the problem—without destroying the area, or the city around it.

NOBLE ESTATES

Social Class: Upper.

Power Center: Often—conventional (noble).

Buildings: Estates (100%).

Description: Noble estates are places of green lawns, well-tended gardens, and sprawling manor houses that feature every luxury imaginable. Statues and ornate fountains adorn street corners or private yards. Servants or slaves fill the streets, running errands for their masters. Wide roads allow carriages to pass easily through the district. Many of the estates are fenced, their entrances patrolled by private guards. In cities with insufficient space for sprawling grounds, noble estates might instead be luxurious townhouses or apartments, or could occupy wings of the same castle, keep, or palace in which the local lord resides. The sights and sounds of the district are much like those of the lord's keep, except that the ensigns of many different noble houses are displayed.

Plot Hook: Two members of rival noble houses have fallen in love. They have decided to wed despite the objections of their relatives, and they have just enough support in their respective families to make the marriage happen. The PCs have been hired as private security for preparations and for the wedding itself. They must deal with mean-spirited but nonlethal interference by the two houses, harassment by the guard and other city officials, and much more dangerous attempts at sabotage and murder. A mysterious figure seems to have a personal stake in the matter.

PARK

Social Class: Upper.

Power Center: Never.

Buildings: Parks (one large or multiple small), temple (Corellon Larethian, Ehlonna, Obad-Hai, Yondalla), druid circle, fine food (9%), exotic trades (7%), fine trades (12%), fine services (25%), fine residences (45%).

Description: Here, the sights of the city (if not necessarily the sounds and smells) fade away, affording visitors a few minutes of peace in an idyllic pastoral setting. Only the wealthier cities can afford parks, which offer open fields of grass, orchards of trimmed and tended trees, running brooks, small hills, rocky outcroppings, and perhaps even forest animals. Many parks are fenced, partly to keep vagrants out at night, but also to keep animals in. The district smells of greenery, even if it is tainted by the odor of sweating laborers working nearby. Other than during special occasions, only the moneyed elite can take the time to frequent the park, so most people encountered here are nicely dressed and well groomed.

Plot Hook: Something is eating the various animals—deer, rabbits, birds, and the like—that populate the city's park. At first, officials assumed that a wolf or a similar predator had made its way inside, but the culprit has so far eluded expert hunters—in an area smaller than one square mile. Someone needs to catch this thing, whatever it is, before it empties the park of animals or, worse, begins attacking people.

UNIVERSITY

Social Class: Upper.

Power Center: Often—nonstandard (academic guild).

Buildings: University buildings—instruction and faculty offices (6%), library, temple (Boccob), fine lodging (7%), fine food (12%); fine trades (15%; literary specialties such as bookseller, stationer, map vendor, or seal maker); fine services (15%; literary specialties such as scribe, sage, translator, or cartographer); dormitories (7%); fine residences (36%).

Description: The pride of the city and the home of elite youth, a university is a place not only of learning, but of prestige. Large buildings, constructed of imposing stone and carved in old-fashioned and classical styles, bedeck the landscape. Some are squat and sturdy, and others reach for the heavens, but all convey a sense of age, knowledge, and often arrogance. Arcane and alchemical experimentation is nearly as common as in magic districts. The inhabitants are young, except for the academic staff, and most dress well. As in so many other wealthy neighborhoods, the poor and shabby are discouraged from lingering on the university's well-landscaped grounds.

Plot Hook: A favored professor has been arrested for preaching "sedition" against the crown. Government officials claim he is inciting students to riot, while the professor and his supporters swear that he was simply presenting both sides of history, pointing out how the government can improve. If someone does not calm things down—which might require proving the professor's innocence or guilt—violence could sweep the campus and even the city.

WEALTHY RESIDENTIAL

Social Class: Upper.

Power Center: Often—magical (spellcasters) or nonstandard (plutocrats).

Buildings: Fine residences (85%), average residences (13%).

Description: These neighborhoods are less opulent than noble estates, but not by much. Some sites sport ornate houses and gardens that rival those of the nobility. Other buildings serve as large townhouses or apartments, which are far more spacious and luxurious than most private dwellings elsewhere in the city. In cities where the nobility is weak and the merchants hold true power, these neighborhoods might be more opulent than those of the nobles. Sights and sounds resemble those of the noble estates, but the servants here are less likely to sport their masters' insignia, and patrols of private guards are encountered as often as the city watch is.

Plot Hook: Several young upper-class citizens are experimenting with summoning magic and dark pacts. So far, they have unleashed a few minor fiends into the city and have sacrificed several commoners as part of their rites. Nobody has been able to discover the source of the problems plaguing the city—and even if the youths are found out, their families might have sufficient influence to avoid their being prosecuted in any city court.

AVERAGE RESIDENTIAL

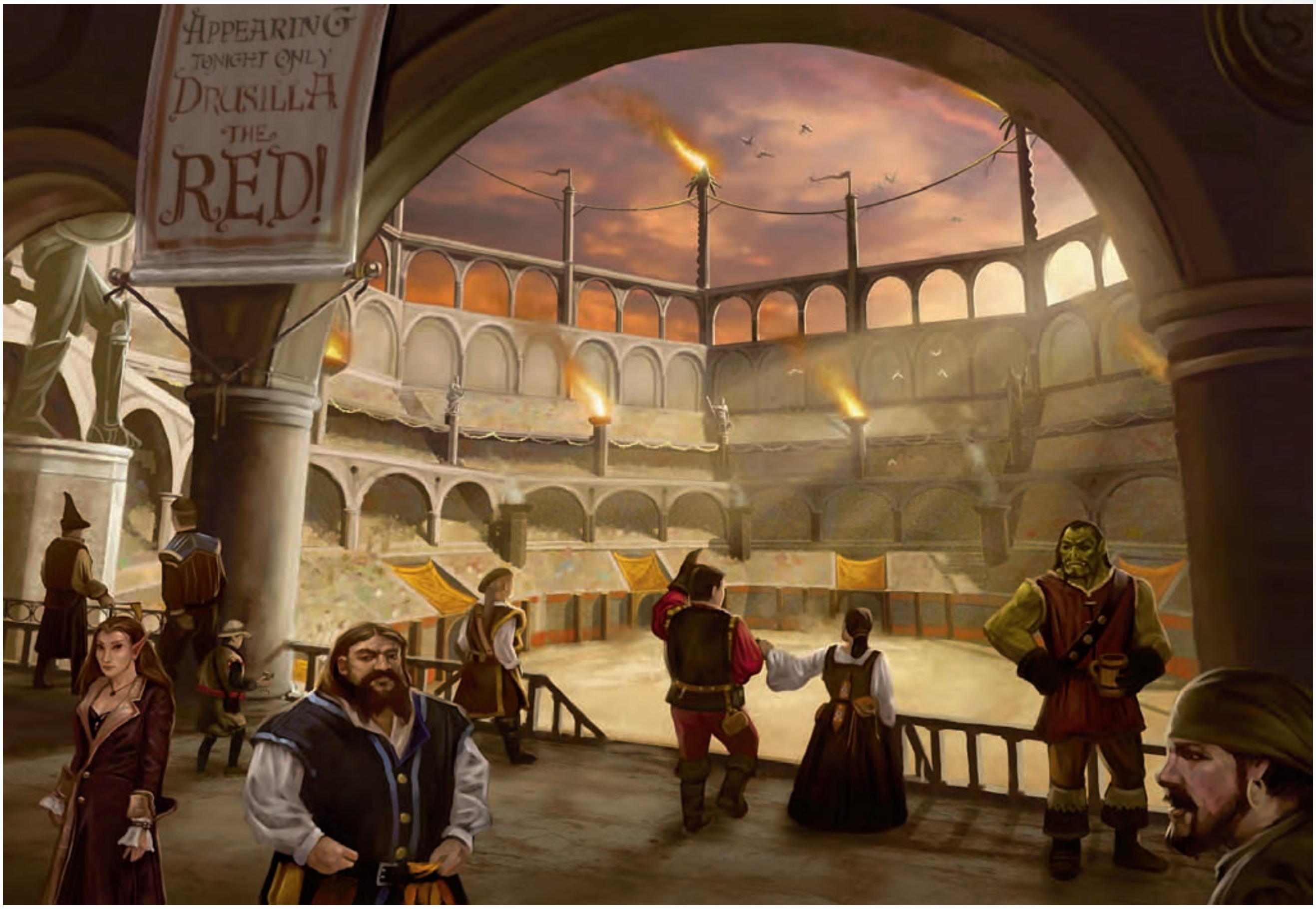
Social Class: Middle.

Power Center: Never.

Buildings: Fine residences (10%), average residences (78%), poor residences (10%).

Description: The houses here are smaller than those in the wealthy portions of town, as are the lots on which they stand. Some have good-sized yards, while others encroach on their neighbors, with barely 2 feet of alleyway between houses. Apartment-style dwellings are somewhat cramped, the buildings less cared for than in nicer districts. The people here are far from poverty-stricken, but broken fences, cracked cobblestones, and the occasional drifter appear here and there. The scents of sweat and horse dung are noticeable at the end of the day, and styles are more utilitarian than fashionable.

Plot Hook: A recent influx of moderate but accessible wealth—perhaps the discovery of a rich vein in a local mine—has spurred a rise in the city's middle-class population. Many of the beneficiaries of this good fortune are attempting to move into better-quality homes. Not only is there insufficient room in the average residential district, but many members of the middle class refuse to accept these former paupers as equals. The situation is threatening to turn ugly, but the city watch is concerned only with keeping any violence from spreading to the wealthier parts of town. A local thieves guild is taking advantage of the distraction to "redistribute" some of the newly acquired wealth.



Few forms of entertainment are more popular, both with the nobility and the common folk, as the gladiatorial games

Illus. by H. Lyon

COLISEUM/ARENA

Social Class: Middle.

Power Center: Often—nonstandard (famous gladiators or powerful stable owners).

Buildings: Coliseum/arena/hippodrome, associated buildings (5%; gladiators' barracks, stables, and so on), temple (Heironeous, Hextor, Kord), average lodging (7%), average food (22%), exotic trades (3%), average trades (19%), poor trades (7%), average services (14%), average residences (21%).

Description: The arena dominates this district, towering over everything that stands nearby. This structure is typically oval, sometimes circular, designed to seat thousands of spectators and to host all manner of sports and competition. District services cater to the needs of gladiators and audience alike. The smells of sand, sweat, and blood permeate the area, and people from all walks of life throng the streets.

Plot Hook: The coliseum has been the scene of a series of murders. These were not legitimate deaths in the ring, but attacks against both gladiators and arena workers. The gladiatorial stable owners have posted rewards for the capture of the perpetrators. Investigating the crimes might require the PCs to go undercover, posing as gladiators themselves.

DWARF NEIGHBORHOOD

Social Class: Middle.

Power Center: Often—conventional (nobles).

Buildings: Temple (Moradin), average lodging (1%), fine food (1%), average food (8%), poor food (1%), exotic trades (5%), fine trades (15%), average trades (12%), poor trades (2%), fine services (4%), average services (12%), poor services (3%), fine residences (4%), average residences (30%).

Description: In keeping with dwarves' architectural tastes, structures are usually squat and built of heavy stone. Most residences are in the form of apartments rather than houses, often separate rooms behind or over workshops. The air is filled with the sound of craftworking, from heavy hammering to careful carving, and frequently smells of smoke. The majority of people in the street are dwarves, but some humans venture here as well, seeking dwarf-crafted items.

Plot Hook: Some human artisans in the city are angry about dwarf "outsiders" undercutting their businesses and their reputations. This group has hired a local criminal gang to harass some recently arrived dwarf craftworkers. The dwarves were able to take care of themselves at first, but recently the harassment has increased so much that they need help. Unwilling to turn to the human-dominated city watch, the dwarves want to hire some private security—such as the PCs.

GARRISON

"When most people see the garrison, it makes them feel safe, like we're watching out for them. But when I walk past the garrison, I feel tired. Must have been all those push-ups in basic training."

—Cholak, city watch rookie

Social Class: Middle.

Power Center: Often—nonstandard (military leaders).

Buildings: Garrison building, temple (Heironeous, Kord, St. Cuthbert), average lodging (5%), poor lodging (2%), fine food (2%), average food (5%), poor food (3%), fine trades (5%), average trades (9%), poor trades (2%), average services (11%), average residences (43%), poor residences (11%).

Description: The sounds of barked orders, marching boots, clacking hooves, and clanging metal dominate this neighborhood. This is the home and practice ground of the city's watch, its soldiers, or both. Most of the buildings here are traditional in style, matching those found elsewhere in the city, but the garrison itself resembles a fortress. Built of stone, it has narrow windows and flat roofs with crenellations to cover defending archers. Patrols move in and out of the garrison on a regular basis, usually during shift changes.

Plot Hook: Crime has skyrocketed in the city. Oddly enough, most members of the watch seem suddenly lethargic and apathetic to this turn of events. They do not show up for work, or they patrol listlessly. They often take no action when they do spot a crime, and fight poorly if they do intervene. Have these people been poisoned? Enchanted? Replaced? Someone must investigate—but the watch itself cannot.

GNOME NEIGHBORHOOD

Social Class: Middle.

Power Center: Often—conventional (local council).

Buildings: Temple (Garl Glittergold), fine lodging (1%), average lodging (4%), fine food (4%), average food (5%), exotic trades (4%; 1% magic item dealers), fine trades (5%), average trades (7%), poor trades (3%), fine services (8%; 3% spellcasters for hire), average services (7%), average residences (50%).

Description: The gnome district buzzes with an odd combination of Common and Gnome, punctuated by the trilling of musical instruments and the occasional thunder of a spell or an alchemical experiment. The air smells of strange incenses and smokes. The buildings are mostly in good repair but suggest a strange children's land: Although the shops are sized for all comers, the residences and many of the restaurants are designed for gnomes only.

Plot Hook: A golem created by one of the city's wizards has broken out of its master's control and is running amok. Taking advantage of racial prejudice, the wizard has started rumors blaming irresponsible gnome magic for the golem's creation and its destructive rampage. Not only must the golem be stopped—a task well beyond the capacity of the city watch—but someone must prove the gnomes' innocence before public anger turns to violence.

GUILDHALL

Social Class: Middle.

Power Center: Always—nonstandard (guild).

Buildings: Guildhalls (3%), average lodging (5%), average food (11%), fine trades (5%), average trades (17%), poor trades (5%), fine services (5%), average services (11%), poor services (3%), average residences (33%).

Description: These areas look much like marketplaces or average residential districts, but a few larger structures dominate the streets. These guildhalls contain both individual offices and large meeting chambers capable of holding hundreds of people at once. Some were built specifically for this purpose, while others are converted warehouses or taverns. All types of people are visible here, for guild membership includes rich and poor alike. Wagons are more common than carriages, and the streets smell of sweating workers.

Plot Hook: A powerful crime organization has recently expanded into the city. The criminals are pressuring several of the legitimate guilds to aid in smuggling, moving funds, and even more serious crimes such as kidnapping. The guilds have so far refused, resulting in the murder of several guild members and harassment of some of the guilds' customers. The guildmasters seek assistance in removing the criminals without creating a public spectacle.

HALFLING NEIGHBORHOOD

Social Class: Middle.

Power Center: Often—nonstandard (elders).

Buildings: Council hall, temple (Yondalla), average lodging (4%), average food (9%), average trades (17%), average services (12%), average residences (56%).

Description: Halfling districts somehow never seem permanent, even when the structures are of wood and stone. Bright decorations change frequently, and the roads are full of ponies, riding dogs, and small carts at all times. Much space is devoted to greenery, both yards and vegetable gardens. Windows are large and unglazed. Many of the residences house multiple families with separate bedchambers around common rooms. As in gnome neighborhoods, most of the buildings are sized for halflings, making human visitors feel out of place and ungainly. The air is filled with the babble of voices, and often the scent of pipe smoke.

Plot Hook: A new criminal organization (perhaps the same one described in the guildhall district plot hook) has moved into the city. The group is led by a cabal of halflings who hide in plain sight—a fact unknown even to most of its own members, They live among others of their kind in the halfling neighborhood, appearing completely normal and cheerful. Identifying and tracing the criminal leaders would be extremely difficult, and the members of the halfling community would demand absolute proof of anyone's guilt before surrendering one of their kind to human authorities.

MARKETPLACE

"I like to think of pickpocketing as an 'impromptu welfare tax.' And I've been taxing the market square heavily lately."

—Syretare, guild thief

Social Class: Middle.

Power Center: Never.

Buildings: Open-air market, temple (any), average lodging (2%), average food (12%), exotic trades (3%), fine trades (12%), average trades (35%), poor trades (10%), fine services (5%), average services (15%), poor services (5%).

Description: The busiest district in any city, the marketplace is filled with people from all walks of life, buying, selling, haggling, arguing, browsing, and otherwise passing the day in commerce. Some marketplaces are open-air bazaars, their shops little more than wooden stands. Others consist of rows of buildings whose storefronts display various wares. Many market districts contain both sorts of places. People are clothed in a riot of colors and styles, and the air smells of cooking food, perfume, ripening fruits, sweat, and animal dung. The din of voices cannot entirely drown out the calls and tunes of street performers hoping to earn a few coppers by entertaining passersby.

Plot Hook: Pickpockets and cutpurses are nothing new in the marketplace. What authorities do not yet realize, however, is that the latest wave of theft is actually benefiting a powerful wizard. She has hired thieves to bring her personal possessions to help her better scry on various citizens of the city, particularly the rich and powerful. By observing their behavior, she will soon be in a position to dominate various markets and anticipate legal decisions. Whether she intends merely to profit from this spying, or illicitly change the course of city politics, is yet unknown.

TEMPLE

Social Class: Middle.

Power Center: Often—magical (clerics).

Buildings: Temples (6%; any deities), fine lodging (1%), average lodging (3%), fine food (3%), average food (7%), exotic trades (6%; 1% magic item dealers), fine trades (5%), average trades (10%), fine services (10%), average services (23%), fine residences (5%), average residences (19%).

Description: At first glance, this district appears to be an upper-class residential neighborhood. Many of the towering temples are built of stone, adorned with monolithic pillars and graven images. The surrounding homes and shops belie this first impression, though, since these are rarely fancy or particularly clean. The truly powerful usually have their own priests on staff, and many districts have their own shrines, but the temple district is where most citizens come to pray. People on these streets come from all walks of life, and they are usually dressed in their best (or at least cleanest) clothes. Incense and the sounds of bells and chanting fill the air, and funeral or celebratory processions are common.

Plot Hook: By using various *charm* and *nondetection* spells, an evil sect has taken over a temple devoted to a good deity. The building's exterior maintains the public facade of the previous faith, but its inner sanctums now reek with disease and human sacrifice.

CARAVAN

Social Class: Lower.

Power Center: Never.

Buildings: Temple (Fharlanghn, foreign deities), average lodging (4%), poor lodging (14%), average food (9%), poor food (29%), average trades (8%), poor trades (12%), average services (8%), poor services (14%).

Description: Here, caravans that have traveled to the city gather until the merchants can move their goods to the marketplace or reload their wagons for the outward journey. This district has its own atmosphere, and it is not a pleasant one. The mingled aromas of road dirt, humanoid sweat, horse dung, and stretched leather make other neighborhoods seem beautifully fragrant by comparison. Food and drink are passable at best, and often overpriced. People from many different regions congregate here, and frequent brawls erupt from the mix of disparate customs and tempers frayed thin by long travel.

Plot Hook: On the roads outside the city, bandits are attacking caravans with increasing frequency. The attackers seem to know which caravans are hauling worthwhile goods, and even which specific wagons to hit. Whoever is feeding the bandits information must be haunting the caravan district, where teamsters and guards do most of their drinking and talking.

FISHERS' WHARF/ WATERFRONT

Social Class: Lower.

Power Center: Never.

Buildings: Temple (Fharlanghn), poor lodging (5%), poor food (10%), average trades (2%), poor trades (12%), average services (3%), poor services (7%), poor residences (59%).

20 CITY SIGHTS

The following examples provide bits of flavor, descriptions that play no part in a story but simply showcase the variety of life in the city. Feel free to create vignettes similar to these to suit your own city.

1 An acrobat, juggler, musician, fire-eater, or other street performer entertains a small crowd of commoners.

2 A small animal—dog, cat, or the like—lies dead at the side of a small street, apparently having been hit by a cart.

3 A lamppost stands empty, its light either stolen or removed for repair.

4 A slovenly man lies snoring in a doorway or alleyway, the odor of alcohol on his breath discernible even from several feet away.

5 With a splattering sound and a horrific stench, someone empties a chamber pot or a garbage can out of an upstairs window in an alley.

6 A merchant runs across the street, arms outstretched, a few feathers clinging to his sleeves. He is chasing a chicken that appears to have escaped the coop.

7 A young beggar wanders along the roadside, cup outstretched toward anyone who appears to have money.

8 Bits of splintered wood, torn canvas, and a broken wagon wheel lie in a heap beside an avenue, haphazardly pushed out of the way of traffic following an accident.

9 A patrol of the city watch passes by, walking at a rapid pace, expressions determined. The soldiers, focused on their destination, pay little attention to what's around them.

10 A man shuffles down the street, wearing ostentatious wizardly garb with belt pouches stuffed with strange components. His beard is singed, and his robe occasionally bulges and rustles as though something is moving under it.

11 An attractive woman in a revealing dress sidles up to a well-dressed gentleman and begins flirting heavily.

12 Two giggling children race past, darting nimbly through the throng, while an irate fat man trundles after them, howling.

13 A man staggers from a nearby alley holding the back of his head, his clothes disheveled, his pockets turned inside out.

Illus. by C. Frank

14 Several youngsters stand in a circle around something out of sight, pointing and laughing, or simply staring.

15 A member of an exotic humanoid race walks by, balancing an enormous bundle.

16 Two strangers' mounts confront each other in the street, their owners struggling to keep control.

17 A monumental sculpture serves as a perch for birds, such as pigeons or crows, that glower at passersby.

18 An ornate litter, carried by four strong humanoid bearers, pushes its way through a crowd.

19 The children of a street vendor announce the family wares at regular intervals while their mother handles an exchange.

20 A party of obvious adventurers passes by, its members casting glances at the PCs that range from warm to mocking.

Description: The smell of fresh fish, rotten fish, fish on ice, and fried fish permeates the wharf district, along with the tang of sea air and hardworking, unwashed people. The buildings here are in relatively poor repair, and many of the shops are simple stalls or wagons. Those who come to do business can't afford to send a servant or are servants themselves, and street crime is rampant. The slap of the waves, the calls of dockworkers, and the thump of unloading fish mingle with the cries of seagulls and other scavengers.

The waterfront district has larger docks to accommodate cargo ships. Guards and nobles are more common here, petty criminals less so, and the taverns are slightly cleaner. Otherwise, it resembles the fishers' wharf.

Plot Hook: Human body parts are showing up with alarming frequency in the bellies of fish, with no corresponding upsurge in missing persons. Some corpses wear jewelry or bits of clothing that have been out of style for generations. Where are they coming from? And why is the city government buying the silence of the fishers who make these gruesome discoveries?

GOBLINOID NEIGHBORHOOD

Social Class: Lower.

Power Center: Often—nonstandard (chieftain).

Buildings: Temple (Maglubiyet, sometimes Gruumsh or Kurtulmak), poor lodging (1%), poor food (8%), poor trades (20%), poor services (10%), poor residences (59%).

Description: While most such districts are populated by goblinoids alone, some also contain other brutish humanoids such as orcs, and the racial tensions often result in fights. The area reeks: Streets are cluttered with trash, and the sewer grates (if any) are often backed up. Buildings are squalid and cramped. The guttural sounds of Goblin (and sometimes Orc) contribute to the harsh atmosphere. The city watch rarely bothers to patrol here, being more interested in making sure the district's inhabitants don't make trouble in other areas, so the crime rate is high.

Plot Hook: A street war has erupted between orcs and goblinoids in the district. The city watch has mobilized, but only to ensure that the violence does not spill over into other districts. Both warring sides have offered the PCs riches in exchange for their aid in wiping out the other side. The PCs could simply accept either offer (or both, playing the two sides against each other), or instead investigate what caused the struggle in the first place, in hopes of restoring peace.

INN/TAVERN

Social Class: Lower.

Power Center: Never.

Buildings: Temples (2%), average lodging (8%), poor lodging (25%), average food (5%), poor food (20%), average trades (5%), poor trades (15%), average services (5%), poor services (15%).

Description: Usually located near city gates or main entrances, the inn district features row upon row of establishments dedicated to the needs of travelers. A few city governments have the foresight to keep these areas clean and relatively free of crime, in order to create a good impression on visitors. Most, however, leave the inns and their patrons to fend for themselves (truly important visitors stay in the upper-class districts). Travelers bring a wide variety of accents and languages to the streets but also make good prey for criminals, since they probably don't or can't stay long enough to file a complaint. Adventurers often lodge in such districts.

Reducing the percentage of lodging slightly and increasing the percentage of food services transforms an inn district into a tavern district. Such an area focuses more on cheap entertainment than cheap rooms. Tavern districts can be found anywhere within a city, since they serve locals as well as foreigners.

Plot Hook: Two rival adventuring companies are staying in the same inn and harassing each other. If the PCs are one of these groups, they might be the targets of pranks or sabotage. If not, the characters might need to step in before innocent people get hurt.

NECROPOLIS

"Promise me this: Don't bury me with jewelry when I die. Grave robbers are an awfully creepy lot."

—Syretare, guild thief

Social Class: Lower.

Power Center: Never.

Buildings: Mortuaries (12%), crypts/mausoleums (80%), poor services (3%), poor residences (2%), temple (Vecna, Wee Jas).

Description: Some cities have graveyards scattered throughout their districts, but most restrict such grim sites to a specific location called the necropolis, which is often walled or fenced off. The district might be a literal city of the dead, with ranks of graves or crypts laid out in "streets." Sometimes it consists of underground catacombs or rolling fields of graves with simple stone markers. Often plain dirt plots entomb the poor, while the rich and powerful rest in mausoleums or catacombs, often within private family plots. Such graves might be located on private property or be set aside in restricted portions of the necropolis. The sounds of the city seem muted within the district, and the air smells earthy with a faint hint of decay. Carriages and wagons carry corpses and the bereaved to gravesites.

Plot Hook: Someone has been digging up graves and desecrating bodies, and seemingly random murders are being committed nearby. The obvious conclusion is that a necromancer is animating the corpses, but in fact criminals have been hiding the bodies of their rivals inside other, already occupied coffins. They dig up other graves to explain away the disturbed earth, and kill at random to lead investigators to the wrong conclusion.

PRISON

Social Class: Lower.

Power Center: Never.

Buildings: Prison (23%), guards' barracks (10%), poor services (45%), poor residences (20%).

Description: Many cities group their prisons in one area, the better to enforce security. Imposing stone-walled buildings, their windows barred or exceedingly narrow, dominate this neighborhood. Only those who cannot afford to dwell elsewhere live nearby. Guards and wagons pass by at all hours, and the shouts and threats from within the prison walls subside only slightly at night. The area is filthy and poorly maintained, and if the city heats its prisons, the air is filled with smoke during the

INTERLUDE: A TRIP TO THE TAVERN

Over the history of the D&D game, no cliché has been so enduring as the tavern. Here, a thousand adventurers meet and a thousand campaigns begin. PCs go to taverns to relax between adventures, to look for new allies (which can be a way for the DM to introduce new PCs), and to set up meetings with NPCs. Sometimes, players just want to roleplay their characters for a while without the ever-present danger of the dungeon.

A tavern interlude should last only as long as everyone at the table is having fun. If some of the players exhibit signs of restlessness, it's time to put away the drinking games, pickpocketing, and bar brawls and get on with the adventure.

NAMING THE TAVERN

DMs are always having to come up with names of taverns on the fly. The accompanying table provides some suggestions using four different naming conventions; you can roll d% or choose from the table below as you like.

THINGS TO DO

Depending on the tavern, not every activity discussed below will be available (or welcome to the patrons). In upper-class "social clubs," for example, walking from table to table seeking arm-wrestling matches will get you nothing more than snorts of derision.

Getting Drunk: In D&D, social drinking has no adverse consequences. Inebriation matters only when PCs are actively trying to achieve that state, perhaps as part of a drinking game. Thus, these rules are intentionally simple (and far kinder than real life).

A PC can safely consume a number of drinks per hour (a "drink" counts as a tankard of ale, a glass of wine, or a shot of the hard stuff) equal to one-half his Constitution score. One drink's effects wear off in an hour. Whenever a character imbibes more than that limit, he must attempt a Constitution check. The DC starts at 15 and increases by 1 per additional drink. PCs with saving throw bonuses against poison (such as dwarves) can apply them to this Constitution check.

Each failed Constitution check imposes a cumulative –1 penalty to Dexterity and Wisdom (but does not actually reduce those ability scores) and a cumulative –1 penalty on Constitution checks to avoid further inebriation. A character's effective Dexterity and Wisdom can't fall below 1 due to inebriation. The character's actual Constitution score (and hit points) remains unchanged. A character passes out when the penalty on Constitution checks equals his Constitution score. He remains unconscious for 2d4 hours and is fatigued when he awakens, but the temporary penalties end.

Games: As many bar games exist as bars. Regardless of the game, using magic to influence the outcome is seen as cheating.

Games of Skill: In some taverns, a card game known as Three-Dragon Ante is popular. Others use chesslike boardgames to test players' prowess.

To determine the winner of a game of skill, choose the most relevant skill for the main check. For many card games, it's Bluff. For a boardgame such as chess, Knowledge (history) might be more relevant. Then choose two other skills that matter, but are clearly secondary. Sense Motive, Bluff, and a Knowledge skill are good choices. A character with at least 5 ranks in either of the secondary skills gains a +2 bonus on the main skill check (or +4 if she has 5 ranks in both). Then all participants attempt opposed skill checks.

As an exception to the usual rules, a character can use a Knowledge skill untrained if it's the relevant skill for a game, as long as someone takes the time beforehand to explain the rules to her.

d%	"Blank and Blank"	Creatures	Characters	People/Place Names
01–10	Thistle and Owl	Dragon Rampant	Brazen Strumpet	Sarlitti's
11–20	Barrel and River	Black Horse	Grimacing Ghost	Bulwark Corner
21–30	Dragon and Flea	Quick Brown Fox	Sailor's Rest	Caffeter and Sons
31–40	Smile and Wink	Angry Owlbear	Black Lord's	Twist Street Tavern
41–50	Axe and Brace	Wyvern's Watch	Old Cobbler	Eli and Ann's
51–60	Pony and Saddle	Argent Lion	Last Dwarf Standing	Docksider
61–70	Whistle and Drum	Big Fat Toad	Tattered Teamster	Broken Bridge
71–80	Flotsam and Jetsam	Drunken Devil	Sly Minstrel	Gurrok's Alehouse
81–90	Chaff and Whey	Meek Unicorn	Sad Seamstress	Sangertaal's
91–100	Fence and Stile	Blue Lammasu	Blind Judge	Chain Alley Pub

winter. Despite the presence of so many city patrols, the impoverished area is plagued by petty crime.

Plot Hook: Several criminals have been positively identified as those carrying out a recent series of high-profile robberies and violent crimes. The problem is, those same criminals are currently languishing in prison cells. Someone is freeing them to commit crimes, or has assumed their forms. Whatever the case, investigating the crimes might require someone to go undercover inside the prison.

RED-LIGHT

Social Class: Lower.

Power Center: Often—nonstandard (guild).

Buildings: Temple (Olidammara), average lodging (2%), poor lodging (17%), average food (5%), poor food (20%), poor trades (19%), poor services (35%; gambling halls, festhalls, pawn shops, brothels).

Description: Although the red-light district is named for the lanterns that identify brothels, it is a destination for all who seek gray-market, semilegal, and illegal services. Prostitution, illicit substances, gambling, dealers in stolen goods, and crooks-for-hire—all are found here. It is clearly a high-crime area, and nearly everyone is trying very hard to be noticed or not to be noticed, depending on what they're buying or selling. The city guard patrols the district, but frequent bribes ensure it turns a blind eye to "dubious" goings-on so long as they don't harm or inconvenience important people. Indeed, the guard makes

Feats of Accuracy: Throwing darts is the archetypical tavern game of accuracy. Participants make ranged touch attacks to hit the target; tavern darts are similar enough to weapons that Weapon Focus (dart) and other relevant feats apply. Because a dartboard is designed to reward fine differences in accuracy, have all participants make opposed ranged touch attacks, and award the round to the character who achieved the highest result. Whoever wins five such rounds wins the match.

Feats of Strength: An arm-wrestling match is the usual contest of strength in a tavern. Contestants make opposed Strength checks until one wins twice in a row. A contestant who is one size category larger than his opponent earns a +4 bonus on the Strength check.

Games of Chance: Some dice and card games are strictly a matter of chance, as are some casino-style games such as roulette. You've got a pile of dice behind your DM screen, so games of chance should be easy to adjudicate.

Drinking Games: Most drinking games are simply tests to see who remains conscious the longest, with all participants drinking at the same (frequent) intervals. Resolve such contests with the Getting Drunk rules above. Sometimes other games have a drinking game added, such as a version of darts in which everyone but the winner drinks after each round.

Performing: An evening's work is needed to earn money by singing or playing at a tavern (*PH* 79)—if you can get the gig.

If someone else is already performing at the tavern, then the PC must convince the bandleader or solo performer (initial attitude indifferent) to let a "guest performer" sit in for a song or two. If the bandleader agrees, the character makes a Perform check. The PC makes no money for this performance but thereafter earns a +2 circumstance bonus on Charisma-based checks during that tavern visit if the performance was great (Perform DC 20; *PH* 79) or better.

Picking Pockets: A successful DC 20 Sleight of Hand check is sufficient to separate a tavern patron from a coin purse, and a successful DC 25 check can garner a thief some jewelry. The typical taverngoer has a Spot bonus of +1 to notice the theft (assuming he is not inebriated). Choose either the coins or goods column for a 1st-level treasure on Table 3–5 (*DMG* 52); divide the coin result by 2 to reflect the fact that few people bring significant wealth into bars. A PC who gets caught triggers a hue and cry for the city watch—and maybe a bar fight as well. The victim of a pickpocket notices the missing coins or jewelry 1d4×10 minutes after the theft.

Picking a Fight: The tavern brawl is a staple of many D&D adventures—a chance for PCs to fight in a less deadly way.

Intimidation: Most bar fights start not with a thrown punch but a thrown insult. To taunt a bar patron, make an Intimidate check opposed by the target's modified level check (1d20 + character level or Hit Dice + target's Wis bonus [if any] + target's modifiers on saves against fear). If you succeed, the target glowers but doesn't counter your insult. If you fail, the target responds with an insult directed at you. If you fail by 5 or more, the target throws a punch at you.

Bar Brawl: Most bar brawls are simple fistfights, with participants making unarmed strikes that deal nonlethal damage. Most taverngoers don't bother with grappling, but if you want to use the grappling rules, you can certainly have them do so.

Many bar brawlers resort to weapons of convenience. To keep matters simple, treat a barstool or similar furniture as equivalent to a greatclub. A bottle is equivalent to a club until it hits something and breaks; then it's equivalent to a dagger. A hurled mug (or anything of similar heft) is equivalent to a thrown Small light club (1d4 points of damage). All who use such improvised weapons take a –4 penalty on attack rolls.

Escalation: Even bartenders who are sanguine about fisticuffs take matters seriously once swords are drawn. Using a weapon (other than improvised weapons) or damaging magic of any sort produces a call for the city watch, and any NPC not at the heart of the battle flees rather than risk death. The watch arrives at least 1d4 rounds later, although response time varies widely depending on the neighborhood.

In general, you can minimize the lethality of a bar brawl by having NPCs fall and stay prone when reduced to 5 hit points or fewer, as well as forgoing attacks on helpless foes and those who clearly don't want to fight anymore.

Making Friends: Little harm should result from friendly encounters at the tavern, for PCs that want them. Most tavern patrons have an initial indifferent attitude, although those in the worst dives and the most exclusive social clubs start as unfriendly. PCs can use the Diplomacy skill or enchantment magic to improve NPC attitudes as described on *PH* 72. Romantic companionship requires a friendly attitude (for dancing and casual conversation) or a helpful attitude (for a liaison that extends beyond the visit to the tavern).

All sorts of circumstance modifiers can apply to these social interactions—including perceived wealth and social class of the PC, number and quality of drinks purchased, and ability to dance.

a habit of harassing passersby, making visitors almost as wary of the soldiers as they are of local criminals.

Plot Hook: A succubus has joined the district's prostitutes and is slowly building up a sizable force of besotted and *charmed* minions. The fiend's motives are unclear, and tracking it down will be difficult, since its *polymorph* ability allows it to blend in with the other inhabitants of the district.

SHANTYTOWN

Social Class: Lower.

Power Center: Never.

Buildings: Poor residences (98%).

Description: Here dwell the poorest of the poor. Many who reside here cannot afford even a simple room in a flophouse. They squat in broken-down buildings, or pitch lean-tos against overcrowded apartment houses, and simply attempt to survive from day to day. No shops exist here beyond the occasional street-corner vendor. The inhabitants wear whatever rags they can scrounge up. The streets are in poor repair, drains (if they exist) back up frequently, and the district is choked with the stink of waste, unwashed bodies, and even rotting flesh.

Plot Hook: The inhabitants of a shantytown make the perfect prey for a vampire. They have few defenses, city officials rarely listen to their complaints, and no one cares about unclaimed corpses lying along the road or in gutters. The PCs might become involved when an acquaintance or relative becomes the latest victim, or when a champion of the district's poor comes to them with her suspicions.

SLAVE QUARTER

Social Class: Lower.

Power Center: Never.

Buildings: Overseer's station, poor services (5%), poor residences (93%).

Description: No other part of any city is as devoted to human suffering as the slave quarter. Surrounded by tenements and cheap lodging, the center of the slave quarter contains pens or cells, and a platform from which slavers display their wares. (In cities where slavery is illegal, this district might instead be underground, or within a closed structure in a red-light or slum district.) On casual observation, this looks just like any other impoverished district. Only a closer examination discerns the occasional noble or noble's servant, or the cartloads of prisoners or war captives being readied for sale. The normal sounds of the hardworking poor are punctuated by occasional cries of pain or despair.

COMMUNITY WEALTH

While the *Dungeon Master's Guide* gives guidelines for determining the assets available in a city, as well as the maximum value for any given item, not all items are available in all districts. More expensive items are impossible to find in all but the richest districts, and little ready cash exists in a poor district. The following table presents the gp limit for items purchased in various districts, based on social class.

GP LIMIT BY SOCIAL CLASS

	—— GP Limit in: ——		
Social Class	Small City	Large City	Metropolis
Upper	15,000	40,000	100,000
Middle	6,000	16,000	40,000
Lower	1,500	4,000	10,000

To determine the amount of ready cash available in a district, multiply the population of the district by the appropriate number on the table below. These numbers assume that about 40% of a city's ready cash is concentrated in the upper-class districts, though these represent only 10–18% of its total districts. About 50% of the city's assets are in its middle-class districts, and the remaining 10% are in its lower-class districts.

ASSET MULTIPLIER BY SOCIAL CLASS

	—— Asset Multiplier in: ——		
Social Class	Small City	Large City	Metropolis
Upper	4,000	7,500	16,000
Middle	1,500	3,500	9,000
Lower	150	350	800

Most cities are made up primarily of lower-class districts, though in larger cities, the upper class increases while the lower class shrinks, as shown on the table below. In addition, upper-class districts are less densely populated than less wealthy ones.

SOCIAL CLASS NEIGHBORHOODS BY CITY SIZE

City Size	Upper Class	Middle Class	Lower Class
Small city	10%	30%	60%
Large city	15%	30%	55%
Metropolis	18%	30%	52%

A particularly wealthy city might have more upper- and middle-class districts and fewer lower-class districts, while a poor city would be the opposite. A city heavily engaged in trade would have a larger middle class than one that is mostly isolated and self-sufficient.

Generally, districts of the same social class adjoin each other. In some cases, one or two adjacent districts have a social class one step higher or lower than the others. Very rarely, upper-class and lower-class districts exist side by side. In such cases, they are separated by some geographical or artificial feature, such as a small cliff, a river, or a wall.

Plot Hook: A clan of doppelgangers has taken human form and arranged to be sold into slavery. After they take up roles as slaves within the households of the city's rich and powerful, the doppelgangers plan to take the place of those nobles, instantly and irrevocably cementing their power within the community.

SLUM/TENEMENT

Social Class: Lower.

Power Center: Never.

Buildings: Temple (Olidammara), poor lodging (1%), poor food (3%), poor trades (11%), poor services (6%), poor residences (77%).

Description: In these run-down shacks, row houses, and cramped apartments, the majority of the city's poor live as best they can. Some dwell in rooms that, while small and in poor condition, are relatively clean. Others shelter in rotting slums, infested with rats and roaches, whose buildings threaten to collapse around them. Unless seeking cheap labor, or cutting across to some other part of the city, the rich never come through here. The filthy streets are filled with common laborers, beggars, and others who can barely make ends meet.

Plot Hook: Some sort of natural disaster—a fire, a flood, a plague, or the like—is ravaging the city. The richer neighborhoods have been protected or evacuated to the best of the city's ability, but the poor must fend for themselves. PCs who want to assist the disadvantaged residents might help them evacuate, ferry supplies, defend the injured from criminals or predators, and the like.

TANNERY

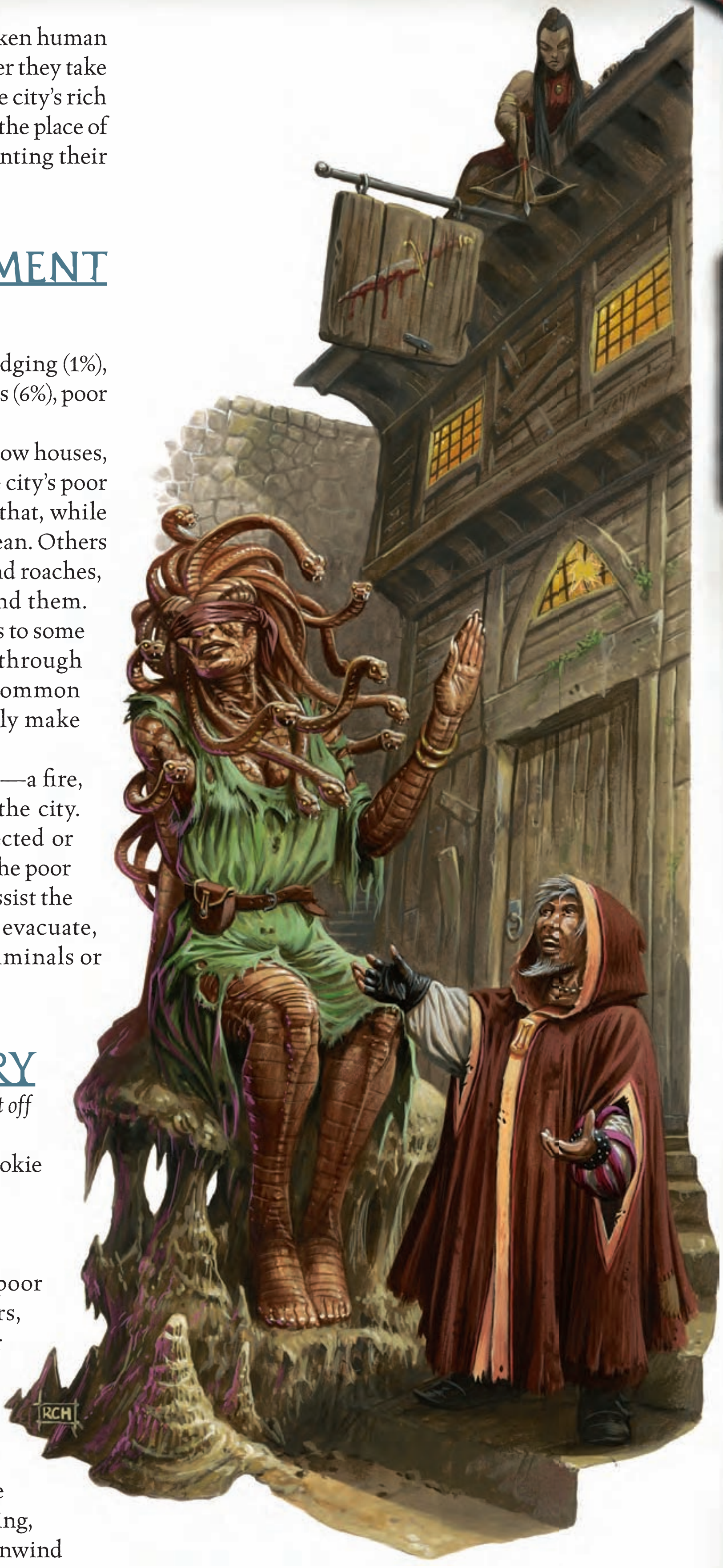
"I hate patrolling the tanneries. I'm tempted to cut off my own nose just to make the smell go away."
— Cholak, city watch rookie

Social Class: Lower.

Power Center: Never.

Buildings: Temple, poor lodging (2%), poor food (7%), poor trades (60%; tanners, dyers, other trades with associated bad smells), poor services (30%).

Description: This neighborhood looks like any other poor district, though one with a high proportion of workshops, but its stench sets it apart. Here are collected the city's most odiferous businesses, such as tanning, dyeing, and certain alchemical practices, downwind of richer neighborhoods. Nobody comes to this district without specific business, and most who



In the undercity (page 48), a fair deal is one that doesn't get you killed immediately

Illus. by R. Horsley

are not accustomed to the smell linger as short a time as possible. A character entering this dustrict for the first time must succeed on a DC 10 Fortitude save or become sickened for 2d20 minutes.

Plot Hook: Foul-smelling monsters, such as ghasts or troglodytes, have moved into the tannery district, using its stench to mask their own odor. Here they hide, preying with impunity on the populace of nearby districts.

THEATER

Social Class: Lower.

Power Center: Never.

Buildings: Theaters (4%), temple (Boccob), poor lodging (10%), poor food (20%), poor trades (20%), poor services (29%), poor residences (15%).

Description: Depending on the wealth and culture of the city, a public theater might be anything from an open-air orchestra surrounded by a semicircle of raised seats to a grand opera house. Rich and poor alike attend the performances, but the neighborhood around the theater is shabby. Acting is often seen as a low-class profession, and the living conditions for those who would work in the theater reflect such cultural attitudes. During performances, the city watch and hired guards patrol the district, but the crime rate at other times is relatively high. The area has an odd smell, a combination of makeup and food.

Plot Hook: A recent series of murders mimics the death scenes in a popular play. The investigation has focused on the play's performers but has turned up no leads. A relative of one of the victims, exasperated with the lack of progress, has hired the PCs to investigate the matter.

UNDERCITY

Social Class: Lower.

Power Center: Often—monstrous.

Buildings: Temples (2%; monstrous deities), poor lodging (6%), poor food (13%), average trades (5%), poor trades (17%), average services (5%), poor services (20%), poor residences (30%).

Description: Every city has its "underground," an area of criminal activity or black-market sales, but in some communities the term is literal. The undercity lies beneath the streets, a thriving shadow community in which criminals and monsters interact, do business, and kill one another. The district might consist of abandoned sewage or mining tunnels, natural caves, forgotten catacombs, the ruins of long-abandoned buildings, or combinations of these elements. The precise appearance and ambience of the undercity depend on its inhabitants and structure, but most such districts are musty from stale air, and often unsanitary.

Plot Hook: Although the mere existence of an undercity is often a sufficient excuse for adventuring, a twist on the usual sewer crawl has the PCs chase a fugitive into the undercity. They navigate this strange new environment in order to track down their quarry, rather than as an end in itself. They risk incurring the wrath of more criminals, and monsters besides, for invading their territory.

WAREHOUSE

Social Class: Lower.

Power Center: Never.

Buildings: Warehouses (30%), poor trades (5%), poor services (10%), poor residences (53%).

Description: Large, bulky buildings dominate the neighborhood, filled with goods not yet ready for sale or shipment. While a few are well maintained, most warehouses are old and dirty—so long as they are sturdy enough to protect the merchandise, their appearance is unimportant. Many of the people who live nearby work in these warehouses, hauling and stacking crates. Occasionally merchants and nobles—or more likely their servants—escort their goods into storage or come down to check on their possessions. Hired guards protect many warehouses, since the city watch does not reliably patrol poor neighborhoods.

Plot Hook: An unscrupulous merchant has been transporting exotic creatures for sale to the rich and jaded. He keeps the beasts drugged for shipment, but one of them awoke and broke free of its crate, and it is now terrorizing the surrounding neighborhoods. Even if the PCs manage to track down the creature, the merchant uses his political connections to hamper their investigation into where it came from. The distractions caused by this affair are slowing down the rest of his trade, increasing the risk that more creatures will awaken and escape.

THE URBAN ADVENTURER

CHAPTER TWO

Illus. by D. Bircham

An urban adventurer is not quite like her more traditional, far-ranging counterpart. She tends to be less flashy, and perhaps more prone to subtler, more focused techniques. She often lets adventure come to her, rather than going in search of it. And while she might certainly seek fortune and glory, she might just be someone who'd rather live an ordinary life, if only circumstances would permit it.

This isn't to say an urban adventurer *never* seeks out excitement and danger. From the monster-infested sewers to the orc armies at the walls to the demons and doppelgangers in the highest levels of government, most cities boast more than enough evil to seek out and destroy. Still, an urban adventurer likely has close personal ties to the city—or else why would she stay? She might seek to defend her home, to rise through the ranks to a position of power, to support her guild or house, or simply to smite evil and earn a few gold pieces without leaving the comforts of civilization. Whatever the case, her skills and abilities—to say nothing of her attitudes—differ somewhat from those adventurers who wander out into the world, rarely thinking of home.

The most important distinction between traditional and urban adventurers, especially spellcasters, has to do with their methods. *Fireball* and *lightning bolt* are mainstays of the dungeon delver or the dragon hunter, but they simply aren't practical when battling thugs in an alley or monsters on Main Street. The fighter who counts on his wizard's *enlarge person* to make him truly potent when fighting giants could be in a tight spot when he tries to use the same trick inside a guildhall. The city's enclosed nature, and the presence of innocent bystanders, mean that adventurers must be a lot more selective in their techniques. Save the *fireballs* for warding off invading armies or battling otyughs in the cavernous chambers deep beneath the city, and read on for more appropriate methods and abilities for city streets and the halls of power.

WHAT TO DO, WHERE TO GO

Welcome to the city! Now you're surrounded by dozens of adventure sites, thousands of NPCs, and a concentration of wealth that beggars the hoard of the greediest dragon. Urban adventuring can be overwhelming—compared to dungeons, there's just *more* of everything.

Succeeding in a city is often a matter of knowing how to extract what you want from the teeming multitude of choices available.

Accommodations, Temporary: The city's many inns offer various levels of comfort for the weary traveler. A fleabag costs 2 sp per night, something clean but austere costs 5 sp, and a nice private room in an inn can cost 2 gp per night. Elegant accommodations might run even more.

Accommodations, Permanent: Not much building space exists within the city walls, so most who want a permanent home must purchase or rent an existing residence. Choices range from warrenlike tenement apartments (1d4 gp per month to rent, 1d4×100 gp to buy) to larger apartments above shops or freestanding cottages on the city outskirts (1d4×10 gp/month to rent, 1d4×1,000 gp to buy) to noble villas and manor houses (2d8×10 gp/month to rent, 2d8×1,000 gp to buy).

In addition to buying or renting a residence, characters might wish to purchase a business or other building in a city. A poor shop (for trades or services) typically costs 2d4×100 gp, including rough shelves, a sales counter, and a back room for storage. An average shop costs 2d4×1,000 gp, including polished wood floors, handsome shelves, a picture window, and glass cases. A fine shop costs 4d8×1,000 gp and has marble floors, locked display cases, leather chairs, and various other luxuries.

A character who is determined to build her own home usually must purchase, then demolish a structure. Even so, the city government has the authority to prevent the construction of a building it would find threatening or out of place. Just because you buy a tenement and summon an earth elemental to destroy it doesn't necessarily mean you can build a massive wizard's tower in its place.

Banking: Government-affiliated banks or powerful merchant guilds offer basic banking services, holding money and valuables for later withdrawal. Individuals generally can't get loans unless they have connections to the nobility (and thus have vast tracts of land as collateral). Most lending takes place between big institutions such as guilds, governments, and churches. (And D&D isn't a game of interest rates and return on investment.) But if the PCs need a safe place to keep their wealth, the city's major guilds are a good place to start.

Carousing: A trip to the local tavern is covered in the interlude on pages 44–45. Drinks cost anywhere from 4 cp for a tankard of ale to 10 gp or more for a bottle of fine wine. Most lower- and middle-class taverns cost nothing to enter (although some might charge a silver coin if they offer live entertainment). The social clubs of the upper classes, on the other hand, can cost 1 gp or more just to get in the door, or they might require the purchase of "memberships" for hundreds of gold pieces.

Companionship: You'll never be so close to so many NPCs from all walks of life as when you visit the big city, and you're likely to try befriending some of them for one purpose or another.

Most city residents have an initial attitude of indifferent. If you improve their attitude to friendly by means of a Diplomacy check (*PH* 72), they converse pleasantly with you and are otherwise sociable as they go about their daily routines. If you improve an NPC's attitude to helpful, you've forged the beginning of a friendship that will last beyond your initial meeting. All sorts of circumstance modifiers might apply to this interaction, based on the techniques we all use to judge others: dress, perceived social station, and demeanor, for example.

Delivery/Messenger Services: A letter or small parcel can be delivered to any address in the city for a fee ranging from 1 sp, if you don't mind a street urchin as your letter carrier, to 15 sp for a liveried messenger.

Dining: Quick food from a street vendor can cost as little as 10 cp, or 15 cp if you want to wash it down with cheap ale. A hearty meal and a tankard of decent ale can be had at a variety of inns for 30 cp. For those with heavy pockets, a fancy dinner costs 1 gp or more, including wine.

Education: If your campaign uses the rules for training to learn skills and feats (*DMG* 197), characters can find tutors in the city. Academic skills such as Knowledge and Profession are taught in universities and guildhalls, while skills such as Forgery, Hide, and Bluff are learned from less savory sources.

Children who live in middle- or upper-class neighborhoods typically attend some sort of community school or take part in a general apprenticeship with a guild. Those in poorer districts learn basic arithmetic and literacy from their parents.

Entertainment: Bawdy, vaudeville-style variety shows can be found in many lower-class neighborhoods that can promise visitors at least a modicum of safety. Five coppers will get you entrance into such a show, although an actual seat isn't guaranteed.

Middle-class neighborhoods often have small theaters for dramatic works, while music is performed largely as entertainment in taverns. A typical play costs 3 sp (but at least you get to sit down). Music can be had in taverns either for free or for a token admission price.

Operas, large-scale orchestral works, and dance performances are the province of upper-class neighborhoods. Admission ranges from 5 sp to 1 gp, or even more for particularly gifted performances.

Most cities receive periodic visits from traveling carnivals and circuses. General admission is inexpensive—a few coppers at most—but specific performances and areas within the carnival cost extra.

Guides: You can hire a local to show you around, warn you about dangerous neighborhoods, and otherwise make it easier to find things in the city. Hiring a 1st-level commoner for this task costs 1 sp per day. Be warned: Some of these "guides" actually work for the local thieves guild and look for rich marks to fleece. And almost all of them steer visitors toward favored shops and inns in exchange for kickbacks from the proprietors.

Legal Aid: It's possible that a PC will wind up imprisoned by the city watch. Hiring a competent barrister or equivalent guide through the city's court system costs 1 gp per day. Hiring a really good lawyer can cost 10 gp a day or more.

Shopping, General: For staples such as food, most cities have large public markets full of wagons, carts, and tents selling local and imported wares. Crafted goods such as clothing and furniture are the province of small shops. The quality of the neighborhood is usually (but not always) an indicator of the quality of the wares for sale.

Shopping, Rarities: For masterwork weapons and armor, magic items, and other esoteric purchases, you'll want to find an exotic store or magic shop of some kind. Their wares are valuable enough that they don't need to advertise, but a decent Gather Information check might get you directions to one.

Shopping, Black Market: Forged papers typically cost between 10 gp and 100 gp, depending on the skill of the forger and the difficulty involved in getting a real example. Depending on the legal environment of the city, contraband items such as poisons might be available as well—often for much more than the prices given in the *Dungeon Master's Guide.*

Spellcasting: The general rule for hiring an NPC spellcaster is 10 gp × caster level × spell level, plus more if the spell has an expensive material component or an XP cost. Spellcasters above 12th level are generally found only in large cities and metropolises, and only the most massive urban centers in your campaign have spellcasters above 15th level.

TABLE 2–1: COST OF CITY SERVICES

Service	Cost
Cheap inn	2 sp/night
Average inn	5 sp/night
Fancy inn	2 gp/night
Stabling	2 sp/day
Rent cheap apartment	1d4 gp/month
Rent average apartment or cottage	1d4×10 gp/month
Rent villa or manor	2d8×10 gp/month
Buy cheap apartment	1d4×100 gp
Buy average apartment or cottage	1d4×1,000 gp
Buy villa or manor	2d8×1,000 gp
A night of cheap drinking	4 sp
A night of average drinking	3 gp
A night of fancy drinking	30 gp
Letter or package delivery	15 sp
Cheap meal (including drinks)	15 cp
Average meal (including drinks)	30 cp
Fancy meal (including drinks)	1 gp
Skill/feat training	50 gp/week
Cheap entertainment	5 cp
Average entertainment	3 sp
Fancy entertainment	1 gp
City guide	1 sp/day
Good barrister	1 gp/day
Expert barrister	10 gp/day
Forged papers	10 gp–100 gp
Spellcasting	10 gp × spell level × caster level, plus material component/XP cost

RACES OF THE CITY

Some races are more urban than others, yet all can be found within the walls of the greatest cities. City living can have a dramatic effect on the culture, personality, and even racial abilities of those for whom urban life is atypical.

HUMANS

In most settings, humans are the primary city-builders, since they seem driven by a desire and ability to congregate in communities of substantial size. The vast majority of ruins are also of human make, and most settings assume human builders as the default. With the possible exception of a more cosmopolitan attitude, and perhaps a greater desire for wealth, power, and position, city-dwelling humans differ little from their rural counterparts.

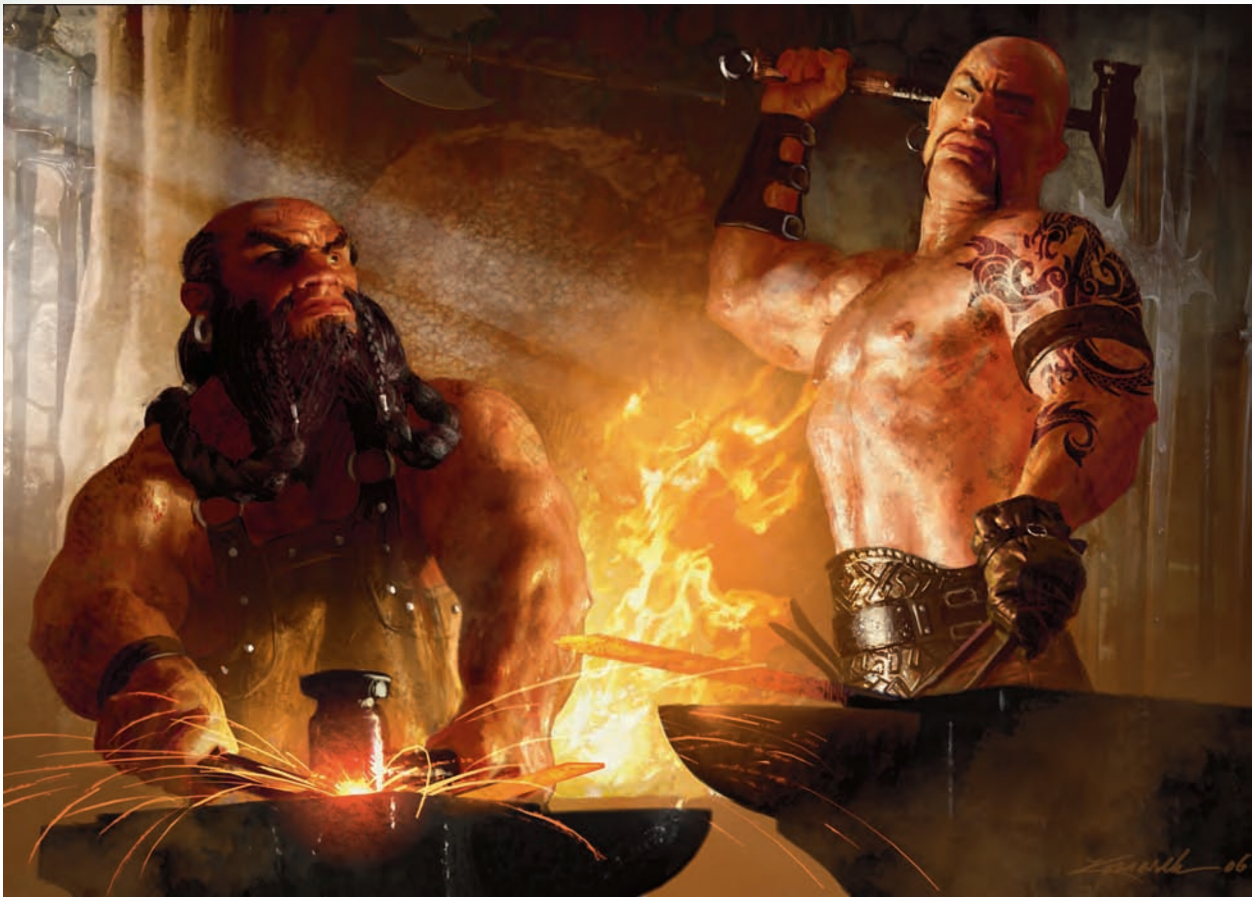
DWARVES

Dwarves are frequent city-dwellers, but their cities, usually being underground, often have a very different feel from those of their human counterparts. Dwarf cities are frequently less crowded than typical human communities, and even when the population of a dwarf city begins to press against the community's borders, the multiple levels of an underground dwarf city help to avoid the sorts of packed avenues one often finds in the largest human cities. Those dwarves who adapt to human cities and surface living become, paradoxically, both more and less rigid in their thinking. On one hand, they are exposed to so many different ways of life and daily circumstances that they become more widely accepting of outside traditions and concepts. On the other hand, the daily chaos that is often a part of even the most lawful city causes them to cling to their sense of order. Most urban dwarves are lawful, in even greater percentages than those in other dwarf communities, but they vary between good, neutral, and evil with far greater frequency than normal.

While all races have their ambitious members, the majority of urban dwarves either prefer not to seek positions of authority or do so out of a sense of duty rather than any real desire to govern. Most urban dwarves consider the other races inherently disordered and difficult to manage. They would rather run their own lives, dealing with others in relatively small and controlled quantities.

ELVES

Few elves choose urban living, because they are uncomfortable with being away from nature and in the midst of so many other people and races. Those few who do adapt to city life develop very different attitudes than their traditional cousins. They do not take the long view, as other



Illus. by M. Komarck

A human blacksmith pits his skills against a dwarf master craftmaker

elves do, because they are too wrapped up in the speed at which their neighbors live their lives. Their curiosity often develops into a desire to accumulate distinctive items and creature comforts. This isn't to say that all urban elves are greedy—rather, it is simply that they tend to be more like humans in their drive to acquire both the necessities and luxuries of life. Because they do live so much longer than their neighbors, they tend to sway toward one of two extremes, becoming either exceedingly arrogant and domineering or developing a sense of protectiveness and even parental concern for those around them.

Other races often object to elves involving themselves in politics, and a few cities even enact laws explicitly forbidding or restricting such activities. The elves' life span allows them to work longer to obtain positions of power, and to hold those positions far longer than anyone else might. This longevity makes politicians of other races nervous. A compromise, uncommon but growing in popularity, is to restrict even supposedly "lifetime" appointments to a set number of years, to ensure that members of longer-lived races don't come to dominate city affairs.

GNOMES

Gnomes might not be known for building their own large cities, but they're certainly at home in those built by others. Known as entertainers and sages, alchemists and inventors, they fit right in with a population hungry for distraction, knowledge, and the latest fad. Gnomes rarely hold positions of great importance, but those few who do are driven by the same determination and lust for discovery that inspires the rest of their race.

While gnomes generally get along quite well with others, they often have difficulty getting other races to take them seriously in an urban setting. Their reputations as performers and eccentrics, to say nothing of their diminutive stature, often causes humans and others to think of them as amusing but not especially important. Gnomes who seek to advance their position face an uphill struggle, and some become quite ruthless and power-hungry, not out of innate malice, but simply because it is the only way to force rivals and potential allies to acknowledge their abilities.

HALF-ELVES

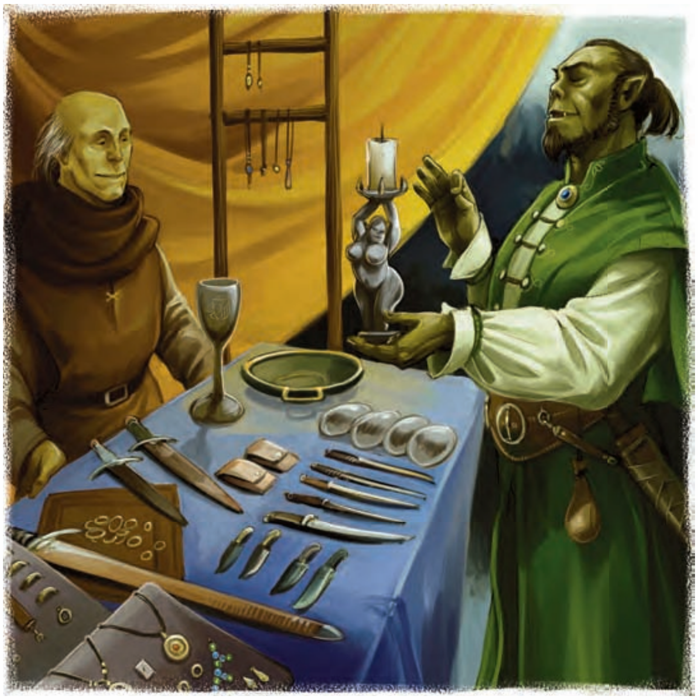
If half-elves fit in anywhere, it is in the big city. Here they can hope to be accepted based on their abilities and activities rather than their race. A half-elf can become a cog in the gears of society, a valued worker, even a liaison between neighborhoods of humans and urban elves. Half-elves might still face some amount of prejudice, but people in many cities are sufficiently cosmopolitan that a typical half-elf with a modicum of perseverance and skill can build a livelihood without suffering under racial bias.

Because half-elves usually get along well with both their parent races if given the opportunity, they often find themselves attracted to positions of power. They are often charming and convincing, traits that in open-minded cities often lead them to occupy such positions.

HALF-ORCS

While half-elves often find human cities the most welcoming environment they can hope for, half-orcs most often receive a cold, even hostile, reception. While half-orcs might find work as laborers or guards, a great number of civilized folk cannot look at a half-orc without wondering when his wild and barbaric side is going to suddenly reveal itself, sending him into a paroxysm of violent rage. Exceptions certainly exist, such as in cities where half-orcs (or even orcs) are common, but for the most part,the average city dweller looking at a half-orc sees the orc first, and the human (or other) component second—if at all.

In most cities, half-orcs do not have two different communities in which they can seek acceptance, as half-elves do. They must make their way among humans (and other races) as best they can and try to prove their trustworthiness. Half-orcs almost never hold positions of power in most cities, except those with a dominant orc or other monstrous population. No matter how civilized a half-orc seems, too many people cannot get past the race's appearance and demeanor, and the half-orcs' penalty to Intelligence and Charisma makes them ill-suited to most governmental positions to begin with.



Charask, an urban (and urbane) half-orc

Illus. by E. Widermann

HALFLINGS

Given their innate wanderlust and love of pastoral and rural environs, few halflings ever settle down to city life. These halflings stay because of a growing attachment to some of the local people or because they find themselves able to make a good living in the city (this explains the prevalence of halfling shopkeepers and thieves, compared to the general size of the halfling city population). Halflings in a big city tend to congregate, feeling more at home among their own than amid the vast numbers of the "big folk."

The desire to collect is common among halflings, but for many city halflings, this attitude often shifts to greed—the need not merely to have, but to have more. Halflings who engage in crime or develop a base of political power can be surprisingly ruthless and debased in their desire to acquire the best of everything. Many halflings in the city remain friendly and honest, of course, but these individuals rarely develop any real authority, preferring to tend their shops and drink with their neighbors. Because these halflings go largely unnoticed beyond their own neighborhoods, it is the acquisitive, merciless ones who often make the biggest impact on a city. Thus, many humans (and others) believe that all urban halflings are greedy misers or thieves, and treat them accordingly.

MONSTERS IN THEIR MIDST

Although such a situation is exceedingly rare, some members of the savage humanoid races have both the urge and the ability to make their homes in human-dominated cities. Goblins, orcs, and even less likely creatures occasionally manage to find refuge and make a living—if they're willing to obey the laws and to put up with a substantial amount of prejudice and oppression.

The single most important fact to remember when designing urban-based humanoid characters or neighborhoods is that creatures living civilized lives tend, over time, to become civilized. The orc, bugbear, or even minotaur dwelling in a city might be a rough-cut roustabout at first. Gradually, however, living by local laws and customs becomes something of an ingrained habit. More important, anyone dwelling in a city long enough eventually develops something worth preserving: friends, a home, employment, a favorite tavern, or what have you. Even if these pleasures seem minor at first, they eventually become the focus of one's life. Daily living becomes a routine, just as it is for most city-dwelling humans, and even the wildest humanoid finds himself somewhat civilized despite himself (assuming, of course, that he survives long enough to let it happen).

Goblins

Urban goblins tend to remain among the poor and dirty of the city. Uneducated and too small to be effective at physical labor, they usually find jobs only in menial positions. They are most frequently employed in chimney sweeping, sewer maintenance, pest control, and other areas where their size and lack of personal hygiene are boons rather than detriments. Many urban goblins turn to thievery and murder, making it that much harder for the (very) few law-abiding urban goblins to shake their bad reputation. Most remain bitter, and many that attempt to live in a city wind up leaving and resuming their savage ways, unable to make a viable go of it within the walls.

Hobgoblins

Hobgoblins are among the few monstrous humanoids frequently able to make city life work for them. Their innate sense of martial order allows them to adapt to city laws more easily than their smaller cousins, and they are intelligent enough to understand customs and procedure. They still face substantial prejudice from others and must work to overcome their own sense of superiority, which would normally prevent them from taking orders from humans or, even worse, dwarves, elves, or gnomes. Hobgoblins can thrive in city life if they can find work as bodyguards or soldiers, and a rare few manage to obtain officer rank in human militias after many years of loyal service. Few can completely overcome their innate arrogance, however, and urban hobgoblins are rarely happy unless they have at least a few human underlings whom they can order about.

Bugbears

These largest of goblinoids find it extremely difficult, though not impossible, to thrive in an urban environment. Their great strength makes them perfectly suited for

INTERLUDE: RUNNING A SHOPPING TRIP

The main reason PCs come to the city is to buy and sell the spoils of their dangerous trade. As centers of commerce, cities have willing buyers for the rare treasures that PCs extract from dungeons, as well as the high-level artisans and spellcasters required to make the magic items every PC covets.

As the DM, you might want to make such shopping a strictly mechanical function, then get back to the adventure as soon as possible. You can simply say, "Sell what you want for half the market price, and buy what you want at the prices listed in the *DMG*." Or you can make the shopping trip a mini-adventure in its own right, full of colorful characters and featuring a search across the city to find just the right buyer or seller.

These rules offer a compromise—getting the shopping trip done quickly, but also injecting some of the city's flavor into the proceedings. First, check the City Economics table to determine the limit on the value of what PCs can buy and sell. Then select some details for the shop and its proprietor by consulting the Sample Shops and Sample Proprietors tables. If you wish, you can add a story twist from the Sample Complications table as well.

These tables use dice roll ranges so you can generate a shopping trip randomly, but there's nothing wrong with just picking whatever options you like. Likewise, the suggested class and level of a proprietor are just guidelines; feel free to change them to better fit your city.

City Economics

City Size	GP Limit
Small city	15,000 gp
Large city	40,000 gp
Metropolis	100,000 gp

Sample Shops

d%	Shop Details
01–20	**Cavalcade of Wonders:** This shop appears normal from the outside, but the inside has all sorts of harmless illusions and flashy magic. At the proprietor's direction, vast animated cabinets trundle forward and open their doors to display wares.
21–40	**Dream Emporium:** This shop exists beyond traditional walls, in a demiplane of its own. An unassuming door in an alley wall leads to the emporium, which has walls made of cloud. When PCs want to examine something for sale, a hand made of wispy fog emerges from the wall and holds the item forth.
41–60	**Vermilion Caravan:** Halflings or other nomadic people staff this shop—actually a train of wagons, tents set up in a public square, or some other mobile marketplace. Inquiring about an item means talking to several members of the caravan in turn until they're convinced you're worth their time. Then you meet the actual proprietor, who quickly makes a deal.
61–75	**Arsenal of the Worthy:** This shop is built like a military armory, with strong walls and obvious defenses such as portcullises and heavily armed guards. Inside are a series of specialized "quartermasters"—one for weapons, one for armor, and so on. Most of the inventory consists of items useful in battle, but the quartermasters have access to a little bit of everything.
76–90	**Eye of the Owl:** This disheveled shop has obvious junk falling off every shelf, strewn across the floor, and hanging from the ceiling. But amid the debris are wonders of great value—and only the proprietor can find the right one. This shop is a particularly good choice for PCs intent on buying or selling truly unusual items, rather than just another *+1 rapier.*
91–100	**The Palatine Auction:** Rather than a shop proper, this is a perpetually running auction of "antiquities." Rather than roleplay the entire bidding/counterbidding process, you can just stipulate that the winning bid happens to be the listed market price. The proprietor might be the auctioneer, or simply a house owner who needs to ascertain whether the PCs are appropriate bidders or sellers. If you want to introduce NPCs, making them rival bidders—or purchasers of the PCs' loot—is a good way to attract the players' attention.

physical labor, but they are rarely trusted to do anything else. They are not only the most bestial of goblinoids in appearance, they are also the most chaotic and unpredictably violent, and few other races are willing to work alongside them. What's worse, while the average bugbear is just as smart as the average human, bugbears' primitive, almost apelike appearance often causes people to assume that they are stupid, and to treat them accordingly. This constant insult—combined with the temper of a martially oriented race that tends toward chaos and evil—leads to bloodshed far more often than not. Many cities do not allow bugbears within their walls for precisely this reason, and even in cities that accept them, bugbears rarely have either the opportunity or the necessary skills or abilities to advance beyond menial labor.

All this said, bugbears do better in the city than certain other races, such as orcs. Some of them are wise enough to realize that they must moderate their behavior in order to fit in, and the rare bugbear who is able to contain his more bestial and barbaric leanings can accomplish a surprising amount. He still isn't likely to hold a position of official authority, but such a bugbear can advance far in military, gladiatorial, criminal, or guild-oriented pursuits.

Orcs

Although the goblinoid races can sometimes adapt to human society, orcs as a whole are far too bestial and chaotic to do so comfortably. As chaotic as bugbears but not as intelligent, orcs usually find their way into cities only as slaves or as invaders. Their sensitivity to daylight limits their ability to work as physical laborers, and their bestial nature makes them more trouble than they're usually worth as slaves. The exceptionally rare orc who deliberately sets out to live within the city has a lifetime of filthy toil and oppression before him; the odds of ever proving himself a viable member of society are small. These urban orcs usually find themselves in trouble with the authorities, often after a brutal brawl or murder, and wind up either imprisoned or fleeing back into the wilds.

Kobolds

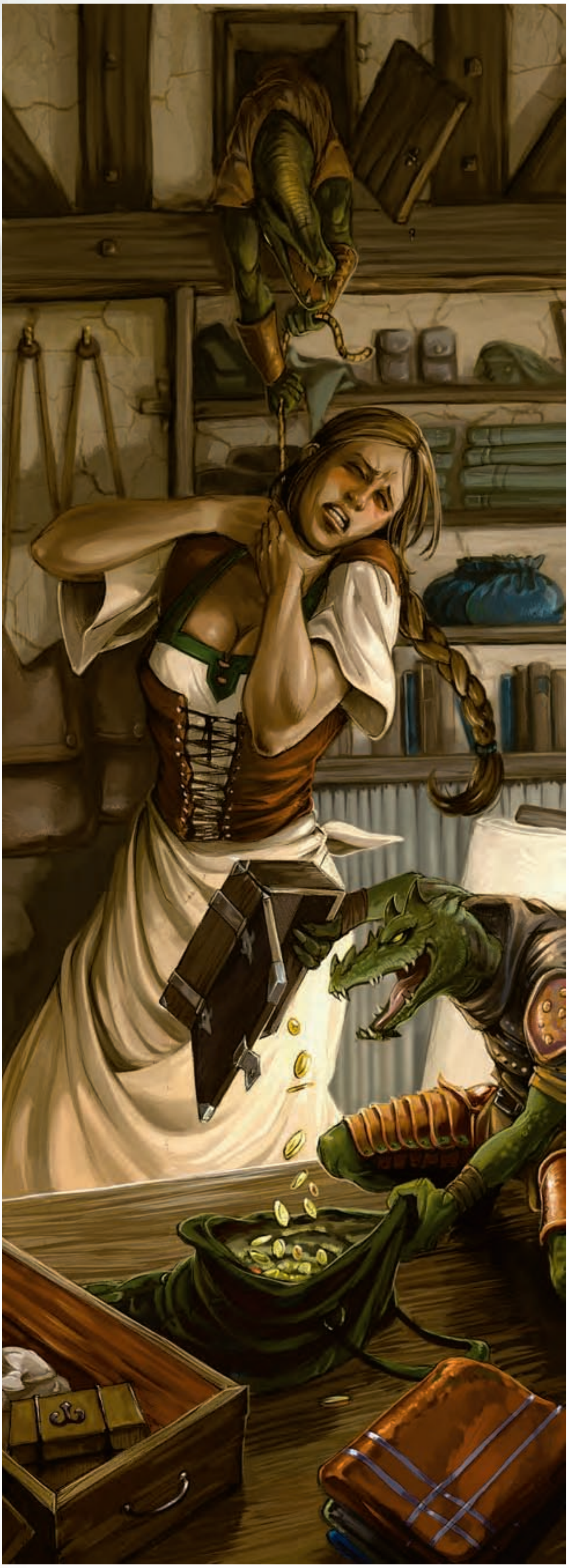
Kobolds suffer from light sensitivity and are ill suited to physical labor, yet they can be found in urban environments more often than orcs. In most cases, however, they make no effort to blend in with society. Rather, a small community of kobolds might make a lair in a run-down neighborhood or section of sewer, and proceed to prey on those nearby just as they might do out in the wild. Clever

SAMPLE PROPRIETORS

d%	Proprietor Details
01–20	**Blind Kerrulek:** This dwarf proprietor (fighter 5/cleric 10) was a master weaponsmith and warchief before he was blinded and cursed in battle with mind flayers. Kerrulek took his disability as a sign from the gods, so he became a cleric of Moradin and started making magic weapons and armor. His grandchildren guide him around the shop and act as his eyes, and he's always complaining and yelling at them.
21–40	**Umerita Glann:** A young, bookish gnome, Umerita Glann (wizard 11) takes a scholar's approach to magic items. She can often discern details about an item's history from aspects of its design, and sometimes she can even tell something about an item's creator by identifying its magical aura.
41–60	**A Faceless Servant:** The owner of the shop—if there is one—remains unseen. All business is conducted with identically hooded servants who rarely speak. If PCs inquire about purchasing an item, the servants bow, depart, and return with the item for inspection. When the PCs are selling, a servant silently inspects the goods, then produces a pile of coins if the sale is acceptable.
61–80	**Varria the Crone:** Varria (human cleric 13) regards herself as an oracle capable of seeing the future, and she's fond of offering impromptu fortunes to those who frequent her shop.
81–100	**Harloon Traal:** Harloon (human wizard 5/cleric 6/mystic theurge 3) was once a traveling adventurer. Because Harloon has a wide array of both arcane and divine spells, his repertoire of merchandise is broad too. Harloon finds magic items endlessly fascinating and is eager to examine (and perhaps purchase) those he's never seen before.

SAMPLE COMPLICATIONS

d%	Complication
01–20	**Surveillance:** During the transaction, the PCs might notice that they're under observation, either from a stealthy figure in the shadows or a *scrying* sensor. The surveillance might continue even after the PCs leave the shop.
21–40	**Security:** Before they get a chance to do business, the PCs are subject to a number of security procedures, including physical searches and divination spells.
41–60	**Acquisition:** After the PCs complete their business, the proprietor tells them that a particular sort of item is especially prized and will earn extra coin. The proprietor might even know where such items might be acquired—if the treasure-seekers don't mind a little danger . . .
61–80	**Business Rival:** During the transaction, the PCs learn about someone else selling magic items—and it's clear that the two businesses don't get along. The proprietor might disparage a rival, or maybe an agent of the rival approaches the PCs shortly before or after the transaction.
81–100	**Goods Not as Advertised:** The items that the PCs purchase have additional "features." It's tempting to trick the PCs into buying cursed weapons, but doing so sows a lot of distrust among the players. Instead, think about extra, unadvertised functions, such as a weapon that's sentient or that has a power activated under rare conditions. Perhaps the proprietor didn't know about the extra function, or maybe there was another reason for remaining silent.



Illus. by E. Widermann

Some savage humanoids can become civilized;
others find their own place in the city

and sneaky as they are, kobolds can often do this for years without anyone realizing that the perpetrators of the local crimes are anything other than a gang of human criminals. Several kobold tribes have even become leaders of citywide thieves guilds in this fashion, slowly building up wealth, power, and influence in the underworld. Kobolds who attempt to actually live a normal, human-style life in a city are so astoundingly rare that few generalities can be drawn about them, except that they have at least as difficult a time finding acceptance as goblins do.

Lizardfolk

If the other monstrous races often fail to fit into city life because of how they behave, lizardfolk often remain outsiders because of how they think. Lizardfolk only barely grasp the concept of cities, not because they are stupid—they are, on average, only slightly less intelligent than humans—but because it's a completely foreign idea to their reptilian minds. Lizardfolk are guided purely by survival instinct, and while they band together in tribes to increase the likelihood of survival and success, the notion of living in harmony with creatures that do not directly contribute to that survival is almost inconceivable. Few of them want to live in cities, and those who make the attempt almost invariably wind up either in trouble with the authorities or facing a large number of enemies in the community simply because the lizardfolk in question considers what's good for him first, and the laws of the society second (if at all). Combine these attitudes with their preference for marshy or semiaquatic environments, neither of which are particularly good for city building, and the result is a race that is simply ill-suited for urban life. The very rare exception is truly an anomaly among his own kind—a lizardfolk with attitudes and ideas totally alien not only to the culture, but to the actual psychology and physiology of the race into which he was born. And of course, given their difficulty in understanding and adhering to civilized strictures, even these rare lizardfolk might be able to survive in the urban landscape, but they almost never advance particularly high within it.

Other Races

Monstrous races other than those discussed above do, on very rare occasions, manage to make their homes in cities. Minotaurs make terrifying guards or soldiers, and their inability to get lost makes them excellent guides. Doppelgangers who are uninterested in infiltrating the upper echelons of politics might find work as performers, detectives, con artists, or even prostitutes. Ogres and other giants can work at heavy construction when they are not being used on the battlefield. Gargoyles are excellent sentries, practically unnoticed amid the city's statuary, and pixies and dryads are fantastic groundskeepers. None of these arrangements are especially common, and any "monster" that seeks to make its home in the city has many years of proving itself—assuming it can avoid being slain or imprisoned on sight—before it can approach anything resembling a normal life. For the few that wish to try, however, and the even fewer that have the fortitude to pull it off, a truly cosmopolitan metropolis might one day permit them to call it "home."

CONTACTS

A contact is an NPC friendly to, or sympathetic toward, one of the PCs, someone to whom that PC frequently turns for aid, information, or companionship. Contacts occupy something of a gray area in the "scheme" of NPCs. Those who join with the group more properly qualify as cohorts (as per the Leadership feat); those paid to assist are hirelings. An NPC who plays a major role in a story or adventure needs no mechanical system to define her impact. The contact, then, is someone with whom the PCs deal frequently, and with whom they exchange favors and intelligence, but is not necessarily a vital part of what's happening around the group.

While the line might seem fine, it is an important distinction to make. DMs should never feel obligated to make important NPCs—even frequent allies—into contacts. It would be silly for the DM to say, "Gee, Sergeant Rolstoff really admires the PCs, and he's grateful that they saved his son's life back when those hags tried to take over the gnome district, but nobody in the group has any slots left for contacts, so I guess he's not going to help them." In short, think of contacts as those allies whom the PCs make an effort to seek out, or those with whom they begin the game, rather than friends made through the standard course of events. Only if the PCs wish to gain more from an NPC than simple friendship should the DM consider treating him as a contact.

USES FOR CONTACTS

A contact's behavior toward a PC falls somewhere between that of a cohort and a hireling. The contact won't risk his life for the PC or accompany him on adventures, but he can provide information, influence other individuals or groups on the PC's behalf, or make a skill check as long as doing so doesn't cost money. (If money is involved with the check, the PC must pay the expenses.) In addition, a contact might occasionally waive his normal fee for a service performed for the character, but only rarely and at specific intervals.

Table 2–2: Sample City Contacts provides a few examples of contacts, the sorts of favors they might perform, and the intervals at which they might perform them. Sample contacts for specific types of organizations, guilds, and priesthoods, can be found in those appropriate sections.

At the DM's discretion, a contact might expect the relationship to work both ways, occasionally coming to the PC for favors of a similar magnitude. This can be an excellent plot hook, or at least provide a small break from an ongoing adventure.

GAINING CONTACTS

In an urban campaign, the DM might allow the PCs to begin with one contact each at character creation, unless the concept of the campaign indicates otherwise. Beyond these potential starting contacts, however, a PC wishing to gain a contact must first find and select an NPC. If this individual's attitude toward the character is worse than helpful, the PC must adjust his attitude to helpful either with a successful Diplomacy check, or through roleplaying various favors done for the NPC. Once the NPC's attitude is helpful, the player need only declare that he wishes to continue his character's relationship with the NPC as a contact.

In most campaigns, a PC can have a number of contacts equal to her Charisma bonus (minimum 1). In particularly social or political campaigns, the DM might consider increasing this number by up to three. Additionally, a character who joins a guild, organization, or priesthood, or who gains the patronage of a noble house, gains one extra contact that does not count against his Charisma-based maximum. If a PC loses a contact—perhaps through the NPC's death, or because the relationship deteriorated—the character does not automatically gain a replacement. Similarly, an increase in the character's Charisma modifier does not automatically grant a new contact. The PC must seek out additional contacts, just as he did the original ones.

TABLE 2–2: SAMPLE CITY CONTACTS

Contact	Class	Favor	Frequency
Allastir Whitemane	Cleric 8	Provide asylum for PCs sought by powerful enemies (including authorities)	Once
Brodin the Spider	Rogue 4	Provide a basic rundown on current happenings in the criminal underworld	1/month
Captain Urik	Fighter 6	Help a PC out of minor (or major*) legal trouble	1/year (*once)
Dana'ael Wyrust	Druid 6	Treat an injured, diseased, or poisoned character by magic or mundane means	1/three months
Lady Damelia	Aristocrat 3	Offer access to high-society functions, balls, and gatherings	1/six months
Torbus Mountainheart	Expert 7	Forge a tool or weapon of masterwork quality, at cost	1/year
Xanthes Navamir	Wizard 5	Aid the PCs in researching a particular arcane or mythic subject (+2 bonus on PC's Knowledge [arcana] or Knowledge [history] check), or cast *identify* on a magic item	1/month
Zirra Shalhab	Expert 4	Appraise a nonmagical item	1/week

SOCIAL CLASS

Nearly every culture divides its populace into three broad financial and social classes:

- The lower class, consisting of the relatively poor.
- The middle class, representing those who are doing reasonably well for themselves, but still hold little true wealth or power.
- The upper class, made up of the royalty, nobility, and those so powerfully wealthy that they are capable of influencing the course of society.

In some cities, these divisions are far more complex, with such distinctions as lower middle class and upper middle class. In others, the middle class does not exist at all; everyone who is not rich and powerful is destitute. Select cultures formalize these divisions into strict castes, perhaps declaring the poorest of the poor "unclean" or "untouchable." In such societies, you can never earn your way into a higher status; the caste you are born into is the one in which you will die.

In most regions, however, social class is an informal, and sometimes even unrecognized, demarcation. If a poor person becomes successful enough, he can often move up in class. It takes far more than just wealth to become a noble, but the nobility does not make up the entirety of the upper class, at least in most cultures.

This section provides general definitions and a list of sample members for each social class. These examples refer only to the average members of the given professions; a particularly successful farmer might rise above the lower class, while a the master of a major guild might, if his guild is particularly poor or out of favor, belong to the middle class.

The Lower Class: Members of the lower class range from the homeless or tenement-dwellers to a few lucky individuals who own a small, ramshackle house. They live meager lifestyles (see the Variant: Upkeep rules, *DMG* 130). Even the most productive and hard-working members of a city's lower class earn only a handful of gold per month—5 gp or less—and some earn only a few coppers a day. Most are poorly educated at best and have few prospects of making their lives any better. Members of the lower class include

CONTACTS BY SOCIAL CLASS

Most individuals develop the majority of their contacts within their own social circles. Table 2–3: Contacts by Social Class presents a few sample contacts by social class.

TABLE 2–3: CONTACTS BY SOCIAL CLASS

Lower Class

Contact	Class	Favor	Frequency
Beufric Rollast	Expert 3	Provide a meal for up to four people	1/week
Janra the Lilac	Rogue 5	Spy/provide information on a particular individual	1/month (lower-class target), 1/three months (middle-class target), once (upper-class target)
Sindos Silverback	Bard 6	Arrange a performance to provide a distraction for the PC's activities	1/two months

Middle Class

Contact	Class	Favor	Frequency
Anna Pimm	Expert 4	Gather news and rumors on current events from the patrons of her tavern (+2 bonus on PC's Gather Information or Knowledge [local] check)	1/week
Sergeant Oscar "Crook-nose"	Warrior 6	Provide current information on city watch activities, or find out if a particular person has recently entered the city (only if individual is easily recognized)	1/two months
Turgin Wedlezan	Fighter 8	Offer food and lodging for up to four people, for one week, at his inn	1/six months

Upper Class

Contact	Class	Favor	Frequency
Baron Hollifar	Aristocrat 6	Provide funds or equipment suitable to an NPC 1 level lower than the PC's level (maximum 6th), to aid the PC on a quest of some significance to the city; he will expect the equipment returned	1/year
Lady Lirralaine	Wizard 7	Cast *identify* on a magic item	1/month
Sir Quirrin of Kaddastrei	Aristocrat 4/ fighter 2	Provide details of what is happening at court, what laws are being considered, the current political state of the city, and so forth	1/three months

actors, beggars, farmers, groundskeepers, money-changers, prostitutes, serfs, shepherds, street-corner entertainers, street thieves, thugs, laborers, and vagabonds.

The Middle Class: Middle-class citizens live comfortably, if not richly. They boast a small amount of discretionary income. They aren't capable of purchasing extravagant luxuries, but they do not live a hand-to-mouth existence, and might spend some time drinking and dining with friends, or might buy the occasional bauble or fancy outfit. Most live in apartments—either in a nice building or above their own store or workshop—or in a comfortable home. They have a wide range of incomes, and their lifestyles range from poor to the lower end of common (*DMG* 130). Although the income gap between the lower and middle classes is smaller than that between middle and upper, it is far more common for a middle-class citizen to rise to the upper classes than for a poor person to rise to middle class. This is true because the impoverished have no opportunity to save up or invest in opportunities that might make them wealthier, and because the nobility sometimes allows merchant families to marry into its ranks. Members of the middle class include artisans, butlers, craftsmen, merchants, military officers, minor guild-masters, petty or landless nobles, priests, and successful shopkeepers and innkeepers.

The Upper Class: These citizens are society's most rich and powerful, its true movers and shakers. Some are born into noble families, others inherit fortunes from powerful parents, while a very select few work their way up from the lower echelons through sweat and blood. In many areas, the "newly rich" are never as well respected as those born into the upper class, but they are still treated with far more respect than the other social classes are. Upper-class citizens often have sufficient income for lavish lifestyles, personal servants, large houses, and many hobbies and luxuries. They live lifestyles ranging from the upper end of common, through good, and into extravagant (*DMG* 130). Many earn more in a week or even a day than the poor see in years. Members of the upper class include ambassadors, city aldermen, high priests, knights, magic-item vendors, magistrates, major guild-masters, military generals, nobles, powerful merchants, powerful spellcasters-for-hire, respected sages, royalty, and successful high-level adventurers.

URBAN FEATS

This section introduces a host of new feats for use in urban campaigns. For more city-appropriate feats, see *Races of Destiny*.

CITY MAGIC [METAMAGIC]

You can use the city itself to shape and enhance your spellcasting.

Prerequisite: Caster level 3rd.

Benefit: You can modify any damaging spell you cast to incorporate the urban environment. When casting an offensive spell with an energy subtype—acid, cold, electricity, fire, or sonic—you can invest the spell with a portion of the city's spirit. In most cases, this investment is gritty and spectacular, drawing dirt, gravel, nails, and

VARIANT: SOCIAL CLASSES FOR ADVENTURERS AND CAREER SKILLS

For the most part, social class has little impact on character creation or abilities. Choosing your social class is like everything else in a character's background; it might come into play in her backstory, and it should certainly impact the way the character acts, but it has no mechanical effect.

Some people, however, feel that a character's upbringing *should* impact her abilities, at least to a minor extent. Similarly, many people think that a character—particularly in an urban environment—should have some abilities to represent her life and training from before she became an adventurer. After all, few people grow up planning to become adventurers; they are caught up in events bigger than they, or find no other means of achieving their goals, or simply see mundane life as too boring. Still, they had a life and education prior to picking up sword or spellbook, and might even have a career on which they fall back when no monster threatens and treasure is scarce.

To that end, consider the following optional rule. Each character is permitted to select three skills from a list determined by her social class. These skills represent a period of training, a career, or a hobby that is not directly linked to her life as an adventurer. They become permanent class skills for the character; that is, no matter what classes she advances in, these are always considered class skills. If she chooses a skill that is a class skill for her current class, she also gains a +1 competence bonus on those skill checks. (She can only gain this bonus once per skill, even if it appears on more than one of her classes' skill lists.)

None of these advantages should particularly unbalance a character when compared to those created without this optional system. Nevertheless, if a campaign involves both urban and nonurban characters, the Dungeon Master is encouraged to either refrain from using this variant, or to allow its benefits even to nonurban characters. Characters from nonurban areas are usually considered to be lower-class citizens.

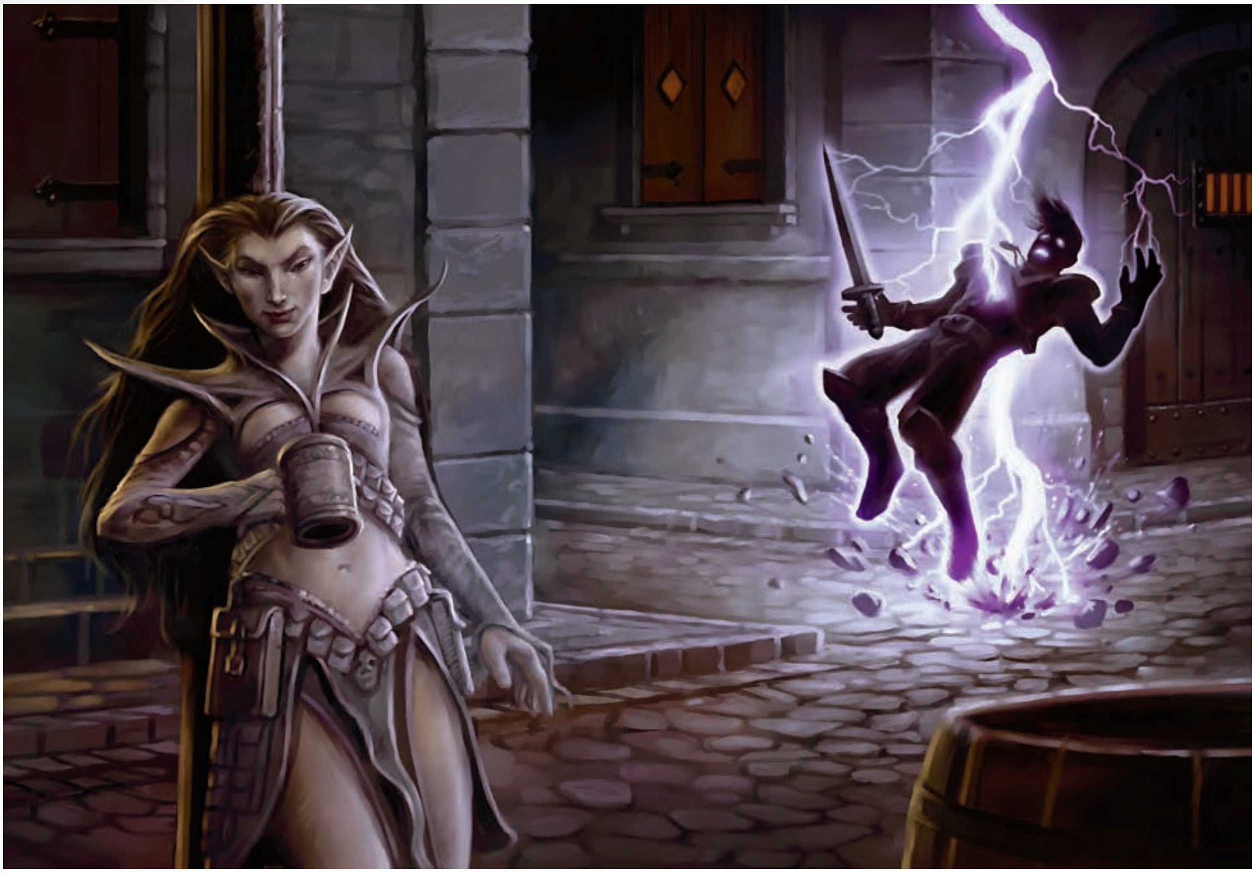
Lower-Class Skills: Craft, Gather Information, Handle Animal, Knowledge (local), Profession.

Middle-Class Skills: Appraise, Craft, Profession, Knowledge (local), Knowledge (nobility and royalty).

Upper-Class Skills: Diplomacy, Knowledge (history), Knowledge (nobility and royalty), Ride, Speak Language.

RANDOM DETERMINATION

When using this variant, some people might prefer the opportunity to determine their character's social class randomly, just as they can height, weight, and age. If so, simply roll percentile dice after determining your base stats. On a roll of 01–60, you are lower class; 61–90, middle class; and 91–100, upper class.



Illus. by H. Lyon

Thanks to the Deceptive Spell feat, they'll never know what hit them

other nearby detritus into the spell effect. In other cases, the investiture is much more subtle, often merely changing the look of the spell. Only half the damage from a spell with the appropriate subtype is considered energy damage, and is thus subject to resistances or immunities. The remainder comes from the city itself, and is not subject to spell or energy resistances or immunities. This investiture only occurs for spells cast within urban environments, defined as any area above the size of a small town (*DMG* 137).

For example, a wizard uses City Magic to cast a *fireball* at a creature with resistance to fire 15. The damage roll is 20, half of it fire damage and half "city." Thus, the target takes 10 points of "city" damage instead of 5 points of fire damage. This feat is useless to spellcasters who cast their spells in a nonurban environment as defined above.

A spell modified using the City Magic feat uses a spell slot of the spell's normal level.

DECEPTIVE SPELL [METAMAGIC]

You can cast spells that seem to come from somewhere other than where they should.

Benefit: A deceptive spell appears to come from any direction you choose. For instance, a *magic missile* might shoot from a nearby doorway, rather than from your own finger, or a *lightning bolt* might emerge from the floor rather than from you. You cannot use this feat to gain a bonus to hit, to circumvent cover, to flank, or in any other way to gain a numeric or mechanical advantage on any attack rolls. Its purpose is to disguise the source of the spell, preventing anyone who did not actively observe you casting it from recognizing you as its caster. You cannot apply Deceptive Spell to any spell with a range of touch or a target of you. A deceptive spell uses up a slot one level higher than the spell's actual level.

EFFICIENT DEFENDER

You have learned to use new techniques and modifications to your armor to increase its protective ability.

Prerequisite: Heavy armor proficiency.

Benefit: When you wear light or medium armor, you gain 1 more point of armor bonus to your AC than that armor normally provides. For example, a suit of studded leather would have a +4 armor bonus rather than 3. However, because you must adjust and customize the armor to more effectively cover weak spots, it is also slightly more encumbering, increasing its armor check penalty by 1.

You are not required to make use of this feat. You decide when donning the armor whether you wish to don it normally, or with this feat in effect.

Special: A fighter can select this feat as one of his bonus feats.

Table 2–4: New Feats

General Feats	Prerequisites	Benefit
Efficient Defender*	Heavy armor proficiency	+1 AC in light or medium armor, –1 armor check penalty
Extra Contacts	Cha 11	Increase your maximum number of contacts by 4
Favored	Membership in guild, organization, or church	You gain benefits to organization-related skills, as well as organization-specific advantages
Primary Contact	Favored	Gain +1 bonus on one skill, and double the frequency of favors with one contact
Special Dispensation	Favored	You can carry and wear items banned by the local authorities
Strong Stomach	Con 13, Endurance	Reduce nauseated and sickened conditions by one step
Swift Tumbler	Tumble 7 ranks	Tumble at (1/2 speed + 10) ft.
Urban Tracking	—	Use Gather Information to track down missing or wanted persons

Metamagic Feats	Prerequisites	Benefit
City Magic	Caster level 3rd	Only half of damage from energy-based spells comes from energy
Deceptive Spell	—	Disguise spell origin
Invisible Spell	Any metamagic feat	Make spell effects invisible
Sculpt Spell	Any metamagic feat	Alter spell's area

Tactical Feats	Prerequisites	Benefit
Roofwalker	Balance 5 ranks, Jump 5 ranks, Dodge, Mobility	Gain move, skill, and AC bonuses on rooftops
Roof-Jumper	Balance 7 ranks, Jump 7 ranks, Dodge, Mobility, Roofwalker	Gain attack and move bonuses when jumping downward

* A fighter can select this feat as one of his bonus feats.

EXTRA CONTACTS

You make connections and alliances easily.

Prerequisite: Cha 11.

Benefit: Your maximum number of contacts increases by four.

Normal: Without this feat, a character is normally limited to a number of contacts equal to his Charisma modifier (minimum 1).

Special: You can take the Extra Contacts feat multiple times. Its effects stack. Each time you take the feat, you add another four to your maximum number of contacts.

FAVORED

You are an active and valued member of your guild, church, or other organization.

Prerequisites: Membership in a guild, church, or other organization. If selecting this feat for a church, you must also be a true member, not merely a congregant (as described on page 105).

Benefit: Select one of your organization's associated skills. As long as you remain a member of that organization, you gain a +2 competence bonus on checks made with that skill. Additionally, you gain one special benefit depending on your specific guild, church, or organization. These are described as "favored benefits" in the guild, organization, and church entries, beginning on page 84.

Special: You can take this feat more than once. Its effects do not stack. Each time you take this feat, you apply it to a different organization of which you are a member.

INVISIBLE SPELL [METAMAGIC]

You can make your spell effects invisible.

Prerequisite: Any metamagic feat.

Benefit: You can modify any spell you cast so that it carries no visual manifestation. All other aspects of the spell, including range, area, targets, and damage remain the same. Note that this feat has no bearing on any components required to cast the enhanced spell, so the spell's source might still be apparent, depending on the situation, despite its effects being unseen. For example, a *fireball* cast by someone with this feat could be made invisible in the moment of its detonation, but everyone in the area would still feel the full effect (including the heat), and any flammable materials ignited by the explosion would still burn visibly with nonmagical fire. Those with *detect magic*, *see invisibility*, or *true seeing* spells or effects active at the time of the casting will see whatever visual manifestations typically accompany the spell.

A spell modified using the Invisible Spell feat uses a spell slot of the spell's normal level.

PRIMARY CONTACT

Your rapport with one of your contacts is stronger than your relationship with the rest.

Prerequisite: Favored.

Benefit: When you gain this feat, select one of your existing contacts to be named your primary contact. Choose one skill associated with the organization to which your contact belongs. You gain 1 bonus rank in that skill (even if doing so would put you above your normal maximum ranks for that skill). In addition, you can double the frequency with which you can call upon your primary contact for no-charge favors. For example, if your primary contact normally provides its no-charge favor once per month, you can now call upon that favor twice per month.

Special: This feat cannot be taken more than once. If the primary contact associated with this feat dies or is otherwise removed from the campaign, the DM can, at his discretion, either replace that contact with a new contact from the same organization or allow you to name one of your other contacts as your primary contact. In either event, you do not gain the bonus skill rank a second time, but neither do you lose it just because your contact has left the campaign.

ROOF-JUMPER [TACTICAL]

You can make use of the features of the city as handholds and footholds, defying the pull of gravity.

Prerequisites: Balance 7 ranks, Jump 7 ranks, Dodge, Mobility, Roofwalker.

Benefit: The Roof-Jumper feat enables the use of the following tactical maneuvers. You cannot benefit from more than one maneuver in the same round.

Death from Above: You do substantial damage if you deliberately leap down to attack a foe beneath you. You must drop at least 20 feet. You must roll to hit; this qualifies as a charge attack, with all relevant bonuses and penalties. If you hit, you deal damage as normal, plus an extra 1d6 points for every 10 feet of distance beyond the first 10 feet; thus, a drop of 30 feet causes an extra 2d6 points of damage.

You still take whatever damage you would normally take from the fall, but you can reduce the falling damage with a successful Jump check or Tumble check.

You cannot use any ability to slow your fall (such as the monk's slow fall ability, or the *feather fall* spell) while attacking in this manner.

Urban Acrobatics: You can make use of windowsills, awnings, lampposts, and similar features of the city when leaping or falling from buildings. If you deliberately jump downward within arm's reach of a wall or similar vertical surface, you can move yourself sideways along the wall, traveling up to 5 feet horizontally for every 10 feet you fall. If you accidentally fall, you can move 5 feet horizontally for every 20 feet you fall. You can move up to your full

INTERLUDE: A TRIP TO THE HEALER

It happens in almost every game: A PC dies, and the rest of the group can't bring him back to life easily. Maybe the group doesn't have access to *raise dead* yet, or maybe the corpse in question is the group's only cleric. Alternatively, characters might be petrified or subjected to multiple negative levels. In such a case, it's off to the temple for assistance. The information in this sidebar is designed to help you, as the DM, make a trip to the healer into a roleplaying experience.

To run a trip to the healer, first check the NPC Healer Prices table for the basic expense. Then choose options for the temple and the healer and, if you wish, select an extenuating circumstance to make the service less expensive for the PCs.

You can generate a healer randomly if you wish by rolling d% and consulting the tables below, or you can just pick whatever options you like. A sample healer's class and level are just suggestions; feel free to adapt them to your city.

NPC HEALER PRICES

Malady	Spell	Minimum Class/Level	Base Cost
Death	*Raise dead*	Cleric 9	5,450 gp
Incomplete corpse	*Resurrection*	Cleric 13	10,910 gp
No corpse	*True resurrection*	Cleric 17	26,530 gp
Energy drain	*Restoration*	Cleric 7, paladin 14	380 gp
Negative levels	*Greater restoration*	Cleric 13	3,410 gp
Ability damage or drain	*Restoration*	Cleric 7, paladin 14	380 gp
Curse	*Break enchantment* (doesn't always work)	Bard 10, cleric 9, paladin 14, sorcerer 10, wizard 9	450 gp
	Remove curse	Bard 7, cleric 5, paladin 11, sorcerer 8, wizard 7	280 gp
Disease	*Remove disease*	Cleric 5, druid 5, ranger 11	280 gp
Petrification	*Break enchantment* (doesn't always work)	Bard 10, cleric 9, paladin 14, sorcerer 10, wizard 9	450 gp
	Stone to flesh	Sorcerer 12, wizard 11	660 gp

SAMPLE TEMPLES

d%	Details
01–30	**Dominant Temple:** This massive edifice is one of the best-known landmarks in the city—in a theocracy, it might be the center of government. PCs who seek healing magic must first speak to one or more temple bureaucrats before they get an audience with a healer who can help them.
31–50	**Minor Temple:** This temple has some local prominence, but it's figuratively (and sometimes literally) in the shadows of larger, more popular temples. PCs can usually see a healer right away, expecially if they arrive injured or carrying corpses.
51–65	**Clandestine Sect:** These worshipers keep to themselves either because their deity demands secrecy or because they have the enmity of another power in the city. Their temples are often disguised as other sorts of buildings or hidden by secret doors or illusion magic.
66–80	**Forgotten Shrine:** The healer is devoted to a deity or cause that few venerate anymore. Such shrines are often in out-of-the-way parts of the city or even beyond its walls.
81–100	**Wandering Missionary:** This healer regards every street corner and marketplace as a potential spot for worship and sermonizing. The PCs might find the healer in the bazaar one day, in the slums another day, and just outside the city gates on a third day.

movement horizontally in this fashion (so long as the wall is wide enough), even if that distance, plus your falling distance, exceeds your normal movement rate.

Normal: Falling characters can move in no direction but down.

ROOFWALKER [TACTICAL]

You are adept at moving and fighting on rooftops and ledges.

Prerequisites: Balance 5 ranks, Jump 5 ranks, Dodge, Mobility.

Benefit: The Roofwalker feat enables the use of three tactical maneuvers.

Fleet of Feet: You can walk across a precarious surface more quickly than normal. You can move at your full speed without taking a –5 penalty on your Balance check.

Graceful Drop: If you intentionally jump from a height, you take less damage than you would if you fell. If you succeed on a Jump check when jumping down (*PH* 77), you take falling damage as if you had dropped 20 fewer feet than you actually did.

Master of the Roof: You know how to use the slopes to your advantage. You gain a +1 dodge bonus to AC against any opponent who is at a different elevation from you.

SCULPT SPELL [METAMAGIC]

You can alter the area of your spells.

Prerequisite: Any metamagic feat.

Benefit: You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. A sculpted spell works normally in all respects except for its shape. For example, a *lightning bolt* whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.

A sculpted spell uses a spell slot one level higher than the spell's actual level.

SPECIAL DISPENSATION

You have been given leave to carry even banned armor, weapons, and equipment in a given area.

Prerequisite: Favored.

Benefit: Due in part to your standing within your organization, you have received special dispensation from the authorities to wear or carry whatever equipment you deem necessary, regardless of local armor and weapons laws. This feat is often represented in the game, either by an object of some kind—typically an official government seal—or even a mark, such as a tattoo.

SAMPLE HEALERS

d%	Details
01–20	**Justanian the Pious:** PCs who seek healing get a dose of Justanian's doctrine along with each beneficial spell. Justanian (human cleric 9) makes it clear that he's not selling his spells—the PCs are "voluntarily tithing" to his faith, and he is rewarding the pious. (An arbitrary distinction, perhaps, but it matters to Justanian.)
21–40	**Elerick Whitehaven:** Elerick (human cleric 15) has lived and worshiped in the city for nearly a century, and he's seen almost everything in that time. As he nears the end of his life, he's less concerned with the specific doctrines of his faith and more with his overall legacy. He looks every bit the stern, aged high priest, but he's quite practical and willing to listen to notions others might find heretical.
41–60	**Glannara of the Glowing Hand:** Glannara (elf cleric 13) is a recent arrival, and the PCs might know more about the city's inner workings than she does. An idealistic priest of her religion, she acts quickly to aid others, then seeks assurance that she did the right thing.
61–80	**Andruscal Thorne:** Andruscal (half-orc cleric 10) gave up a life of marauding and banditry when he converted to the faith several years ago. He's a cheerful proselytizer, gently trying to win the PCs over to his church, no matter who they are. He's not pushy, but he often says things like, "Have you thought about Fharlanghn?" (or whatever deity he worships).
81–100	**Ma'aneth of the Scars:** A wandering minstrel who undertook many adventures before settling in the city, Ma'aneth (human bard 10) insists that those who want her magic first tell her about their recent adventures—providing possible inspiration for her music.

SAMPLE EXTENUATING CIRCUMSTANCES

d%	Details
01–20	**Quest Available:** The PCs can earn a discount (typically 50%) on the cost of healing if they agree to perform a quest on behalf of the healer. The quest is usually something that can be accomplished in a few days, although you can use it as the launching point for a major adventure.
21–40	**Prophetic Assistance:** The healer has been forewarned to give the PCs healing magic at a discount (or even free) in an oracular dream, or by a *divination* spell or similar magic.
41–60	**Sectarian Favorite:** If the PCs can demonstrate that they're living the creed of the healer, they can earn a discount (typically 25%).
61–80	**Your Reputation Precedes You:** The PCs are known as people who can get things done, and the healer's sect would like them to regard it favorably. The healer offers a discount (typically 25%) on the cost of spellcasting and speaks vaguely of seeking "worthy allies in the coming times of darkness."
81–100	**For Services Rendered:** The PCs' recent adventures have directly or indirectly aided the church's efforts, and the healer offers a discount (or even free healing) as a way of thanking them.

Special: This feat can be taken multiple times. Each time you take the feat, its effects apply to a new culture, geographic region, kingdom, or nation (whichever is appropriate).

Note: In the Eberron setting, you can substitute the Favored in House feat for Favored as the prerequisite for this feat. If you do, you gain the benefits of this feat while within any of the Five Nations.

STRONG STOMACH

You have greater resilience to illness and foul odors than most people.

Prerequisites: Con 13, Endurance.

Benefit: You reduce the effects of sickening and nausea by one step. You cannot become nauseated. If you are exposed to an effect or condition that would normally make you nauseated, you become sickened instead. If an effect or condition would normally sicken you, that effect is negated.

SWIFT TUMBLER

You can flip, twist, and roll with great speed. You might have learned this ability by traversing the city's rooftops and alleys, or simply by moving through the throng day after day.

Prerequisite: Tumble 7 ranks.

Benefit: When tumbling, you move at a speed equal to half your base speed +10 feet.

Normal: Without this feat, characters move at half speed when tumbling.

URBAN TRACKING

You can track down the location of missing persons or wanted individuals within communities.

Benefit: To find an individual's trail, or to follow a trail for 1 hour, requires a Gather Information check. You must make another Gather Information check every hour you search, as well as each time the trail becomes more difficult to follow, such as when it takes you to a different part of town. The DC of the check, and the number of checks required to track down your quarry, depends on on the community size and the prevailing conditions. If you fail a check, you can retry after 1 hour of questioning; the DM should roll the number of checks required secretly, so that the player doesn't know exactly how much time the task will require. You can cut the time between Gather Information checks in half (from 1 hour to 30 minutes), but you take a –5 penalty on the check. Obviously, this feat will not allow you to locate someone who has gone beyond the boundaries of the community, but it could inform you that they've done so.

Community Size*	DC	Checks Required
Thorp, hamlet, or village	5	1d3
Small town or large town	10	1d4+1
Small city or large city	15	1d6+1
Metropolis	20	1d8+2

* See *DMG* 137.

Conditions	DC Modifier
Every three creatures in group being sought	–2
Every 24 hours group has been missing/sought	+1
Tracked group "lies low"	+2
Tracked group matches community's primary racial demographic*	+2
Tracked group does not match community's primary racial demographic*	–2

* See *DMG* 139.

Normal: Characters without this feat can use Gather Information to find out about specific individuals, but each check takes 1d4+1 hours and doesn't allow for effective trailing.

Special: A character with 5 ranks in Knowledge (local) gains a +2 bonus on the Gather Information check to use this feat.

(*Note*: This feat first appeared in *Unearthed Arcana*. This update supersedes the original.)

FIVE FACTS EVERY URBAN ADVENTURER SHOULD KNOW

1: The *mending* spell, despite being a mere cantrip, is an invaluable tool for spies, forgers, and fugitives in any city. Use it to repair the wax seals used on official messages to prove that they have never been opened; to fix locks and broken windows, hiding evidence of an escape or break-in; to repair torn clothes, hiding evidence of wounds until a body is closely searched; to reattach pages of a book that were stolen for copying; and many similar uses that can hide your trail as effectively as much more potent magics.

2: Rulers dislike it when adventurers become more popular than they are. Public acclaim is nice, but watch for backlash from above.

3: Once blood has been shed or public property destroyed, the city watch doesn't much care who started it. The magistrate might listen to your tale of self-defense, but the watch is going to beat heads and clasp manacles first and ask questions later.

4: Nobody gets (or stays) rich by paying more than they have to for services. If a contract seems too high, it doesn't mean you got lucky—it means you're probably about to be used or cheated in some fashion.

5: One good, hot meal, when offered to the right person, can buy you as much good will—and therefore as much information and cooperation—as any monster you might slay or any other favor you might perform on that person's behalf.

NEW SPELLS

The city has its own hazards to deal with, its own hurdles to work around, and its own mystical flow. Spellcasters have developed quite a few techniques and methods for dealing with the urban environment. Some are truly only useful in cities, while others are of more broad utility.

ASSASSIN SPELLS

1st Level

Secret Weapon: Makes hidden weapon almost impossible to detect.

2nd Level

False Peacebond: As *peacebond*, but subject can draw weapon freely.

BARD SPELLS

1st Level

Detect Weaponry: Reveals weapons within 60 feet.
Secret Weapon: Makes hidden weapon almost impossible to detect.

4th Level

Leomund's Spacious Carriage: Summons carriage and horses to pull it.

BLACKGUARD SPELLS

1st Level

Secret Weapon: Makes hidden weapon almost impossible to detect.

2nd Level

False Peacebond: As *peacebond*, but subject can draw weapon freely.

CLERIC SPELLS

1st Level

Detect Weaponry: Reveals weapons within 60 feet.
Peacebond: Weapon is impossible to draw.

4th Level

Summon Pest Swarm: Summons swarm of urban animals and vermin.

5th Level

Zone of Peace: As *peacebond*, but affects all weapons in area.

DRUID SPELLS

1st Level

Impeding Stones: Earthen ground and cobblestones crack and shift, hampering foes.

4th Level

Summon Pest Swarm: Summons swarm of urban animals and vermin.

HEXBLADE SPELLS

1st Level

Detect Weaponry: Reveals weapons within 60 feet.
Peacebond: Weapon is impossible to draw.

PALADIN SPELLS

1st Level

Detect Weaponry: Reveals weapons within 60 feet.
Peacebond: Weapon is impossible to draw.

RANGER SPELL

1st Level

Impeding Stones: Earthen ground and cobblestones crack and shift, hampering foes.

SORCERER/WIZARD SPELLS

1st Level

Div **Detect Weaponry:** Reveals weapons within 60 feet.
Illus **Secret Weapon:** Makes hidden weapon almost impossible to detect.
Trans **Peacebond:** Weapon is impossible to draw.

2nd Level

Trans **False Peacebond:** As *peacebond*, but subject can draw weapon freely.

4th Level

Conj **Leomund's Spacious Carriage:** Summons carriage and horses to pull it.
Summon Pest Swarm: Summons swarm of urban animals and vermin.

5th Level

Trans **Zone of Peace:** As *peacebond*, but affects all weapons in area.

SPELL DESCRIPTIONS

The new spells provided herein are presented in alphabetical order.

DETECT WEAPONRY

Divination
Level: Bard 1, cleric 1, Ebonmar infiltrator 1*, hexblade 1, paladin 1, sorcerer/wizard 1
* See page 79.
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Cone-shaped emanation
Duration: Concentration, up to 10 min./level (D)
Saving Throw: None
Spell Resistance: No

With your final utterance, tiny bits of the world around you begin to glow. The points of light grow in brightness and size, finally taking the general dimensions of swords, axes, and other implements of death.

You can detect the presence of weapons in a cone emanating out from you in whatever direction you face. A "weapon" is generally defined as any manufactured weapon. The spell detects improvised weapons such as bottles or pitchforks only if the wielder actively intends to use such an item as a weapon. The amount of information revealed by this spell depends on how long you search a particular area.

1st Round: Presence or absence of weapons.

2nd Round: Number of weapons in the area.

3rd Round: Specific locations of the weapons and the type of damage they deal (bludgeoning, piercing, or slashing).

This spell does not reveal if weapons are magical, or anything else about them. Weapons hidden by *secret weapon*, or borne by individuals who are under the effect of a *nondetection* spell, do not register.

Each round, you can turn to detect weapons in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet or wood or dirt blocks it.

FALSE PEACEBOND

Transmutation
Level: Assassin 1, blackguard 1, sorcerer/wizard 2

The weapon glows with a faint aura. For just a moment, your companion shimmers to match, before the light fades.

This spell functions as *peacebond* (see the facing page), except that you can choose a single individual who can draw the weapon freely. This individual might be yourself, or anyone else present at the time of casting. Once this individual draws the weapon, the *false peacebond* effect ends; resheathing the weapon does not reactivate the spell.

IMPEDING STONES

Transmutation
Level: Druid 1, ranger 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Brick, stone, or earthen surface in a 40-ft.-radius spread
Duration: 1 min./level (D)
Saving Throw: Reflex partial; see text
Spell Resistance: No

At your command, the cobblestones of the street shudder and crack, sending your foes staggering about.

Stones, bricks, hard dirt, or any similar surface cracks and shifts in its foundations, rendering footing treacherous and potentially tripping anyone in the area. Any creature who fails its Reflex save is knocked prone. Those who remain standing can move at only half normal speed. Each round on your turn, standing creatures must make either a new Reflex save or a Balance check (their choice) to remain upright.

Because the stones continuously shift, any attempt at spellcasting requires a Concentration check (DC 15 + spell level), and any attacks made from within the area take a –2 penalty; this does not stack with the penalty for attacking while prone if the attacker failed his save.

LEOMUND'S SPACIOUS CARRIAGE

Conjuration (Creation)
Level: Bard 4, sorcerer/wizard 4
Components: V, S, M
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Effect: A full-sized carriage and phantom horses
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

With a faint shimmering and a rushing breeze, an ornate carriage appears on the street, pulled by four snorting, faintly translucent horses.

You conjure up a carriage capable of seating four passengers comfortably or six in cramped conditions, as well as the horses needed to pull it. These "horses" are similar to those created by the *phantom steed* spell, though they do not gain any of the special, level-based abilities conferred by that spell. They respond to your thoughts alone, and they can pull the carriage at a speed of up to 50 feet.

The carriage resists flames as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants). The interior contains lush, cushioned seats. The side windows can be opened to allow for missile fire or spellcasting. If the windows are open, everyone inside is considered to have cover, but they are not impervious to missiles as they would otherwise be.

Material Component: A few splinters of gold-painted oak, several strands of horse hair, and a strip of leather.

PEACEBOND

Transmutation
Level: Cleric 1, paladin 1, hexblade 1, sorcerer/wizard 1
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One weapon
Duration: 10 min./level (D)
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

The weapon glows faintly, and seems to settle more firmly into its sheathe.

The weapon targeted by this spell remains stuck in its sheath, holder, quiver, or whatever object is used to hold it when not in use. A "weapon" is defined as any manufactured weapon. No amount of physical effort can draw it forth before the spell expires or is dispelled. The precise nature of the holder doesn't matter; it can be an ornate sheath, or simply a belt through which the weapon has been stuck. The weapon glows faintly for the duration of the spell.

This spell has no effect on weapons currently held in the hand or otherwise not contained in some sort of holder. If the bearer of the targeted weapon is attacked, he is immediately entitled to a second save to overcome the effect and draw the weapon. The bearer can repeat this save in every round that the assault continues.

Material Component: A small strip of cloth or a leather thong.

SECRET WEAPON

Illusion (Glamer)
Level: Assassin 1, bard 1, blackguard 1, Ebonmar infiltrator* 1, sorcerer/wizard 1
* See page 79.
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Weapon touched
Duration: 10 min./level (D)
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

At your touch, the weapon seems to disappear from view.

You enable someone to hide a weapon on his person. The weapon does not become truly invisible so much as easily overlooked. *Secret weapon* adds +20 to the Sleight of Hand check to conceal a light weapon, and +10 to the check to conceal a larger weapon (even one normally too large to conceal). A "weapon" is defined as any manufactured weapon. With the aid of this spell, you can attempt to hide a weapon even if you do not possess the Sleight of Hand skill. Additionally, you can hide the presence of a weapon from detection spells, although *true seeing* penetrates the glamer.

Material Component: A thin black cloth.

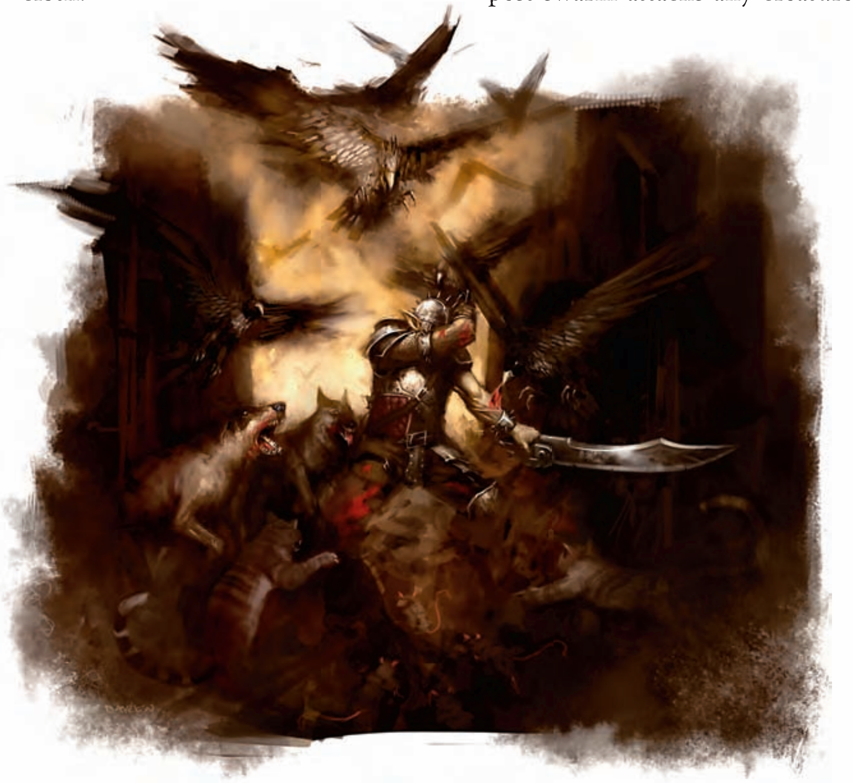
SUMMON PEST SWARM

Conjuration (Summoning)
Level: Cleric 4, druid 4, sorcerer/wizard 4
Components: V, S, M
Casting Time: 1 round
Range: Long (400 ft. + 40 ft./level)
Effect: One pest swarm
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

With a cacophony of shrieks and squeals, a horde of flying, running, and crawling pests appears from the shadows and swarms across your foes.

Summon pest swarm creates a horde of small mammals, birds, and vermin that appear throughout the target area, tear into any creature present, then move in a crawling mass at your volition.

The pest swarm (see page 136) stays in one place unless you actively direct it (a move action for you). If the pest swarm moves beyond the spell's range, it disappears. It takes actions at the beginning of your turn. The pest swarm attacks any creature



A summoned pest swarm mauls your enemies nicely, without damaging surrounding structures

Illus. by Daarken

other than you that occupies all or part of its space.

Arcane Material Component: A handful of teeth, claws, and mandibles from urban pests (such as crows, rats, cats, and cockroaches).

ZONE OF PEACE

Transmutation
Level: Cleric 5, sorcerer/wizard 5
Components: V, S, F
Casting Time: 1 minute
Area: 10-ft./level emanation

The entire chamber glows with a faint, comforting light.

This spell works as *peacebond*, except that every individual in the area must successfully save, or have all their weapons remain trapped in their sheaths for the duration, or until they leave the area. You cannot designate any exceptions, including yourself. If subjects are attacked, they are immediately entitled to a second save to overcome the effect. They can repeat this save in every round that the assault continues.

Illus. by C. Frank

NEW WARLOCK INVOCATIONS

Least Invocation

Cocoon of Refuse: Subject is *entangled* by trash and detritus in an area.

Lesser Invocation

Thieves' Bane: As *hold portal*, plus the portal explodes for 5d6 damage when forced open.

Greater Invocation

Devil's Whispers: As *suggestion*, plus subject believes his actions were his own idea.

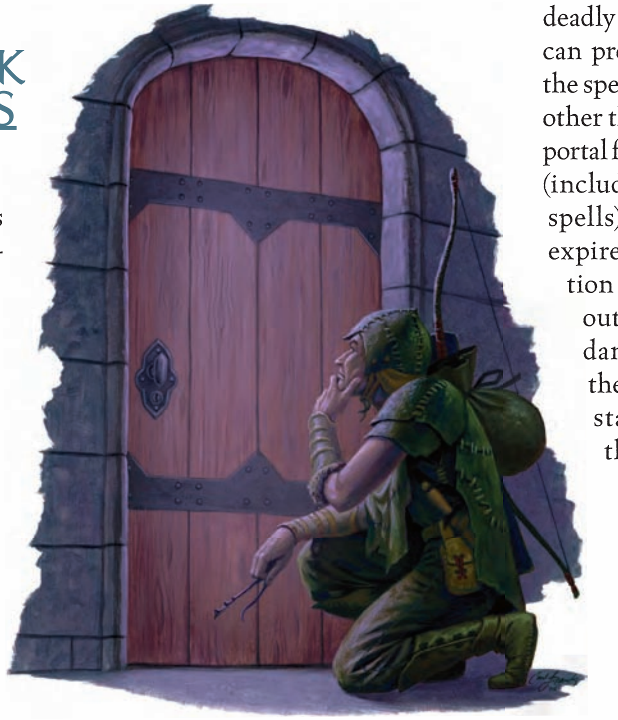
INVOCATION DESCRIPTIONS

These new invocations are intended for use by warlocks (see *Complete Arcane*) who spend substantial time in an urban environment.

COCOON OF REFUSE

Least; 1st

You cause various bits of trash and detritus in an area—loose wood, rotting garbage, old clothes, discarded dishes, scraps of parchment, even dead animals—to fly about and latch onto a single target creature. If the target fails a Reflex save, he is *entangled*. The subject can escape with a successful DC 20 Strength or Escape Artist check, which can be repeated in every round as a standard action. The invocation ends when the target successfully escapes, or after 1 round per caster level. This invocation requires that at least 50% of the refuse be urban trash, so it does not function in the wilderness. Creatures of Huge or larger size are immune to this invocation.



Thieves' bane turns a door into a trap

DEVIL'S WHISPERS

Greater; 5th

You can use a *suggestion* effect, as the spell. Additionally, when the duration ends or the task is completed, the subject must attempt a second Will save with a –5 penalty. If this second save fails, the subject completely forgets that you were the one who suggested the course of action mandated by the use of *devil's whispers*, instead becoming convinced that it was his own idea—even if he's not certain why he might have chosen to perform such an action. A successful *break enchantment* spell can rid him of this delusion, but *dispel magic* and similar effects cannot. You can have a number of *devil's whispers* active at any one time equal to your Charisma modifier (minimum 1). *Devil's whispers* is a mind-affecting compulsion effect.

THIEVES' BANE

Lesser; 3rd

So named for the people who most commonly suffer its effects, this invocation allows you to make a deadly trap of an ordinary door. You can produce a *hold portal* effect, as the spell. In addition, should anyone other than you open the ensorceled portal from the outside by any means (including *knock* or *dispel magic* spells) before the spell's duration expires, the portal (or a large portion thereof) instantly explodes outward, dealing 5d6 points of damage to all within 20 feet of the door on that side. Creatures standing on the inside of the door are unaffected. Each creature but the one that triggered the effect (assuming it was standing in front of the door) can attempt a Reflex save for half damage. Spell resistance does not apply to the damage caused by this effect.

Illus. by D. Bircham

From governments to guilds, temples to private organizations, the city teems with influential entities with whom the characters must often deal. Whether their power is political, financial, criminal, or social, these groups can make valuable allies—or potent enemies—to enterprising adventurers. When used to their fullest extent, they can shape the course of an entire campaign.

City Government

The most important (or at least the most fundamental) "faction" at work in most cities is the local government. Regardless of its source or structure, the government forms the context in which all other systems—from guilds to churches to private organizations—must function. In some cases, the government moderates the growth and influence of such groups, ensuring that no one private entity ever outshines the rest. In other instances (particularly regimes where corruption runs high) the government is a merely a means to an end for these special interests—or worse, an insignificant factor in their daily operations, lacking either the power or motivation to curb their influence.

POLITICAL SYSTEMS

Two comparable cities, each of similar size, population, and demographic distribution, might still feel very different from one another if their governments operate differently. What follows is a look at how the average city runs under each of the most common forms of government in a fantasy world. (For more on the default political systems, see *DMG* 140.)

THE AUTOCRATIC CITY

Since the monarchy is the most common political structure in a fantasy setting, the autocratic city is the most commonly encountered type of urban center (with the possible exception of the feudal city, below). Cities under a monarchy tend to reinforce the principles behind their ruler, including the centralization of power, the importance of noble birth, and the endorsement of the rich–poor divide. Members of the working class do their best to muddle through their daily routines, with the occasional appeal to the local ruler (or their neighborhood representative, if one exists) to improve their lot in life. The gentry, on the other hand, try to balance their pride and dignity with taking whatever scraps of power the throne sees fit to offer them. In an autocratic city, only the local ruler and those whom he favors know lives of luxury.

Regardless of how many branches and agencies do the day-to-day work of making the city function, the autocratic city is ultimately ruled by a single individual. If the city is the capital of a nation or an empire, that individual could well be the king/queen or other national regent; few rulers care to delegate authority within their own demesnes. In cities outside the capital, the local monarch is likely a governor, appointed by or on behalf of the national monarch. A ruler might well maintain his share of aides, including chamberlains, chancellors, and even a parliamentary council, but at the end of the day, he is indisputably in charge. In good- and neutral-aligned cities, the governor typically rules by virtue of noble blood (whether deserving or not) and does his best to keep the people content, even if all that effort involves is distracting them from their complaints. In evil cities, the governor rules by possessing the might and influence to retain control, with the power—either appointed or assumed—to crush those who resist his decrees.

THE DEMOCRATIC CITY

If the autocratic city is the most common type of fantasy metropolis, then the democratic city is the rarest. Democratic cities take a great deal of know-how and cooperation in order to function, and many end up collapsing under their own weight. (Whatever else might be said of autocracies, they can certainly sustain themselves, especially in a medieval setting.) Cities making a go of true democracy buzz constantly with activity, as people run to and fro to keep the wheels turning. Few individuals live lives of indulgence in a democracy, but just as few go hungry.

A democratic city differentiates itself from other models in a number of ways: mainly that it is generally ruled by a single group rather than a single person. Most often, this ruling group is a council composed of elected representatives from the city's various wards, guilds, or districts. A democratic city often retains its local focus even if it is also a capital city. If the larger government is similarly democratic, then the city likely hosts a senate (or similar congress), but in any republic, the operation of a city must remain separate from the administration of a nation. As such, in democratic capital cities, one often finds the council working side by side with a separate and distinct national government. Democratic cities generally flourish only in good-aligned regions, where the communal desire to reach consensus has a chance to overpower humanity's natural divisiveness. Evil-aligned democratic cities are rare in the extreme.

THE FEUDAL CITY

The feudal city is usually similar to the autocratic city in its basic operation; that is, it is often the product of a monocratic national system. The primary difference lies in how the local government takes shape. As with an autocratic city, a single individual (a duke or similar landed noble) usually governs a feudal city. He or she rules it as part of a personal fief, and is beholden in turn to a higher liege (usually the king). Technically speaking, the duke rules his or her own lands on political behalf of another, who is the ultimate arbiter in matters of law and policy (since the fiefdom lies within the boundaries of the superior's domain). Feudal cities are further distinguished by the size and complexity of the resident nobility, many of whom are landed gentry in their own right (having been ceded territory by the local duke). In this regard, feudal cities are generally "healthier" than truly autocratic cities, since the size and influence of the middle class is substantially larger.

Between the royal family, the landed nobility, the gentry, the church, and the working class, the feudal city displays almost as much complexity as the democratic city. The highest-ranking noble has the final word on matters of state, of course, but the governing family—no matter how wealthy or influential—doesn't exist in a vacuum, making a feudal city the perfect environment for thorny and scandalous high-society intrigue. Complicating matters further, feudal cities typically have strong parliaments—either assisting the ruler in governing or legislating policy in their own right—made up of other landed nobles. As such, the city's ruler must spend much time and effort courting the favor of the other nobles, regardless of (or because of) the fact that his authority technically outstrips their own.

By its very definition, the feudal city is almost never a capital. If the king is in residence, he has no need of a duke or other sworn representative, making it an autocratic city by default. Feudal cities exhibit alignments of every sort, though good- and neutral-aligned communities still make up the majority. Evil-aligned feudal cities are hotbeds of backstabbing scandal and intrigue of every variety.

THE MAGOCRATIC CITY

Despite the strong presence of magic in most fantasy settings, magocracies remain extremely rare. Even in high-magic campaigns, few areas produce more than a handful of powerful arcane spellcasters, and only a tiny number would willingly forgo their lives of quiet study to embrace dreams of political dominance. Magocracies are substantially more common, however, in regions dominated by nonhumans (particularly those with strong arcane traditions, such as the drow and other elf races). When they do occur, magocratic cities are marvels to behold, demonstrating a public embrace of magic as a means by which the city can be designed and run. The primary drawback of such a system, of course, is that nonspellcasters face severely limited lives.

Technically speaking, magocratic cities are oligarchies—political systems in which all power lies in the hands of a small ruling elite. As a result, magocratic cities resemble tribal cities in that they tend to flourish when the power of the local government doesn't reach beyond the city's immediate surroundings. Councils of wizards can administer small areas with little difficulty but tend to falter when trying to preside over massive swaths of territory. The only circumstance in which the system works on a large scale is when it combines with the feudal system, using a complex web of interconnected but independent governing lords, bound by magical might or focus rather than by noble blood. Magocratic cities rarely appear in good-aligned regions, since their oligarchic structure keeps the populace divided, but are relatively common in neutral-aligned cities that stand independent from any higher authority. Evil-aligned magocratic cities are despotic nightmares, in which life for the common folk is both meticulously monitored and rigidly controlled.

THE THEOCRATIC CITY

A theocratic city is similar to a magocratic city; it is governed by a religious elite instead of a spellcasting elite, but the two are otherwise very much alike. Unlike magocracies, however, theocracies are relatively commonplace in the fantasy world. Due to the power of the gods, which can actually be seen and felt thanks to the gifts of divine magic, the masses might embrace religion on an overwhelming scale—leading some areas to forgo traditional forms of government in favor of theocracies. In addition, unlike magocracies, one needn't be an actual cleric or other divine spellcaster in order to join the ruling elite; so long as one holds sufficient rank within the church (appropriate levels in aristocrat or even expert will do), one can garner enough support to function effectively within a theocratic system. These forms of government usually leave little room for guessing as to who is in charge, and religious iconography appears in every shop and street corner. People in such cities often want for little, but woe betide any nonbeliever. . . .

Theocracies, like magocracies, are technically oligarchies, since all power lies in the hands of a select few. Each theocracy varies depending on the particulars of their faith, however, so the actual administration of city affairs runs the gamut in theocratic cities. Some take a more detached approach, allowing for the creation of parliaments and other civic agencies, while others demand absolute control (or at least direct oversight) over every aspect of daily life. Unlike magocracies, which tend to localize their influence, theocracies often spread as far and wide as possible. Some of the most powerful and longest-lasting regimes in history have been theocracies; such dynasties end only in the face of popular revolt, or because of intervention from outside forces. Theocratic cities resemble feudal cities in that they can appear in regions dominated by every possible alignment, though expansionist theocracies tend to surface in areas where evil predominates.

THE TRIBAL CITY

A tribal city has much in common with an autocratic city, and depending on the structure of the ruling clan, a feudal city as well. Power lies with a local chief, who might or might not answer to a higher chieftain of his own. As a rule, the tribal structure only works well on a small scale; like communism, the farther it spreads, the shakier its foundation becomes. The intriguing exception to this, like the magocratic city, comes with nonhuman communities. Indeed, some humanoid races (particularly the so-called races of savagery, such as goblins, orcs, and the like) understand only a tribal structure, and can extend its efficiency to include entire kingdoms, each ruled by a supreme tribal chieftain. The look and operation of a tribal city depends on the tribe in power, of course, and to a lesser extent on the mix of races and cultures over which the tribe rules. Savage tribes tend to demonstrate their power and dominance at every turn, festooning the streets with heads on spikes and similar decorations, while more cultured tribes merely try to make the city an honest reflection of themselves. No matter what the nature of the ruling tribe, however, those outside its membership—or worse yet, members of a rival tribe—will find life difficult in the extreme.

The larger it gets, the more a tribal city takes on the aspects of a feudal city. Because a ruling clan or family can only oversee so much on its own, it must eventually rely on the input and support of other families to govern. Indeed, tribal cities often grow to become metropolises when a powerful tribe gathers neighboring tribes to its banner, and either subsumes them into itself (thus creating a tribal system of nobility) or rules over them with their support. The greatest and most successful tribal regimes keep the values of their people—ties of faith, blood, ancestry, and belief—in mind at every turn during their expansion and growth. A united tribe is a powerful thing to behold, no matter what its culture is. Tribal cities are typically associated with (and primarily encountered in) areas on the so-called "edge of civilization." This is only a stereotype, however, and some of the largest and most self-sustaining metropolises follow a variant of the tribal structure. A tribal city usually falls when it faces internal dissent or revolt, and it tends to go down hard—often taking the entire populace with it in blood-soaked conflict. Tribal cities are a close step behind feudal cities and theocratic cities in that they can appear in regions dominated by every possible alignment. Despite this, the preponderance of tribal fantasy cities are either neutral or evil.

POLITICAL POSITIONS

The fantasy city wears myriad cultural faces, but the default setting of the D&D game presupposes a Western European style; the following information is tailored to fit such a setting. Most of these positions can be found in areas and cultures that don't fit this standard; they simply need a different name and a slight adjustment to their flavor to better suit the campaign. An Egyptian-themed setting, for example, might not have mayors in its urban centers but appropriate equivalents (in this case, nomarchs).

Mayor

Regardless of the national government above them, most major settlements in the urban fantasy world have a mayor, or a closely analogous figure. The position typically originates among the people—often in an attempt to bring more governmental involvement to their own lives (since they themselves elect someone to this position). A mayor is the most public face of a city's politics, and although the office-holder is usually selected by the people, he or she often remains fully beholden to the local government.

Alternate Title: Governor.

Associated Class: Aristocrat.

Chamberlain

On the national level, a chamberlain is a personal advisor and confidant to a titular ruling head or heads; a similar position exists at the local level as well. Chamberlains—named in part for their practice of giving advice behind closed doors, in private chambers—give counsel and lend expertise to executives and policymakers. In some cities, the chamberlain has direct, personal authority in various proceedings, in order to ensure a more efficient government.

Alternate Title: Steward.

Associated Class: Aristocrat.

Chancellor

Cities have extensive bureaucracies, including the various branches, agencies, courts, and civil services necessary to keep things running smoothly. The chancellor stands at the head of each such operation: beholden to the mayor in terms of the running of the city, but otherwise serving as a functionary of the local government.

Alternate Title: Secretary.

Associated Class: Aristocrat or expert.

Bailiff

The title of bailiff carries an unpleasant connotation in many cities. Bailiffs enforce commerce laws, including the collection of municipal taxes . . . which, of course, doesn't endear them to the populace. Most bailiffs report to the mayor; however, unlike the mayor, they are rarely elected by the people, making it difficult to hold them accountable for any abuses.

Alternate Title: Reeve.

Associated Class: Aristocrat or warrior.

Justice

Every social system requires a means of trying criminals and hearing civil appeals; the justice (often "justice of the peace") presides over such matters. In some cultures, justices must come from the ranks of the local nobility, while in others, even the lowliest peasant can attain the position (given time and hard work).

Alternate Title: Judge.

Associated Class: Aristocrat or expert.

Speaker

Sometimes a government maintains an advisory council or legislative body separate from its ruler(s). This body is usually referred to as a parliament or council, its members known as lords or members of parliament. Their duties range from simply advising the ruler to legislating city law and policy.

Alternate Title: Councilor.

Associated Class: Aristocrat.

Alderman

Most urban centers are divided into districts or wards, each of which usually needs a provincial governor, called an alderman. Aldermen are commonly elected by the residents of their ward to lend an ear to any grievances and to settle minor disputes and offenses in their court (which is often called a "ward moot"). In rare cases, the city's parliament or city council is composed of the collected aldermen from the various wards.

Alternate Title: Magistrate.

Associated Class: Aristocrat or expert.

INTERLUDE: THE MYSTERIOUS STRANGER

A staple of intrigue-based campaigns, the "mysterious stranger" encounter is one in which the PCs must meet an NPC they don't know very well and don't necessarily trust—or who doesn't trust them. The purpose of the meeting might be negotiation, exchange of goods or information, or receiving instructions from a shadowy organization.

Given time to prepare, you can create all sorts of tension-filled encounters with mysterious strangers in the city. But sometimes the players can surprise you: "Let's contact the thieves guild and see if they'll pay for this information." In such a situation, use this interlude to set up the encounter quickly and give it the flavor of your city.

Start by choosing a location and the stranger's protection, using the tables below, and select a complication if you wish. You also need to know something about the mysterious stranger, of course, but the ongoing narrative should guide you there.

You can generate an encounter randomly if you wish by rolling d% and consulting the tables below, or you can just pick whatever options you like. The sample protections are just suggestions; feel free to adapt them to your city.

SAMPLE LOCATIONS

d%	Details
01–20	**Landmark:** The mysterious stranger wants to meet the PCs at a public fountain, a monument to a war hero, on the steps of city hall, or in some other place known to every city resident.
21–40	**Alley:** The PCs get directions to an alley, a dead-end street, or some other secluded location that's near the hustle and bustle of the city but out of direct view.
41–60	**Tavern:** The mysterious stranger provides a meeting time and the address of a tavern, plus some other direction, such as "Sit at the table in the back on the left," "Look for an old woman in a green cloak," or "Order a bottle of red wine, but don't uncork it." (See the Trip to the Tavern interlude on page 44 for instructions on quickly generating a tavern.)
61–80	**Crowded Place:** A marketplace, a city gate, or the intersection of two busy streets is an easy place for people to converse without attracting attention. As with the tavern description above, the stranger provides some sort of direction so the PCs can contact the right person.
81–100	**Quiet Place:** The stranger awaits the PCs in the rear scroll room of the Grand Library, in the catacombs underneath the temple, or in some other out-of-the-way place where few people go. Getting to the location can be as much of a challenge as the meeting itself.

SAMPLE PROTECTION

d%	Details
01–20	**Obvious Bodyguards:** The mysterious stranger has four bodyguards (fighters four levels below the PCs' average level) who are standing in plain view, weapons at the ready and eyes alert. The guards remain a discreet distance away during the meeting, but they don't let their ward out of their sight.
21–40	**Hidden Bodyguards:** As above, but the bodyguards are rogues and either hidden (if not many other people are around) or disguised (if the meeting is in a public place).
41–60	**Magical Getaway:** The stranger has a way to escape if the meeting turns dangerous, such as a *potion of fly*, a scroll of *teleport*, or a spell or spell-like ability with a similar effect. The escape mechanism must be usable at a moment's notice. PCs might notice the stranger palming a small vial, rubbing a fancy ring, or fidgeting with a bit of gum arabic (a material component for *invisibility*).
61–80	**Summoned Assistance:** The mysterious stranger can bring help from elsewhere, either through mundane means (such as yelling, "Get 'em, boys!") or magical techniques (such as calling an outsider to act as guardian or sending a *message* spell to colleagues out of sight but in the vicinity).
81–100	**Turns the City against You:** If the meeting goes awry or ends badly, the mysterious stranger resorts to using the city's denizens against the PCs. The stranger might cry out for the watch, claiming that the PCs just committed a crime. Or the PCs could be branded as agents of a hostile power, members of a feared cult, or monsters such as lycanthropes that masquerade as ordinary folk.

SAMPLE COMPLICATIONS

d%	Details
01–20	**PCs' Rivals Ambush:** The PCs have earned the enmity of some organization, and it chooses the time and place of the meeting to exact revenge on them. The PCs must simultaneously deal with their enemies and keep the mysterious stranger from bolting or misinterpreting the attack.
21–40	**Stranger's Rivals Ambush:** As above, but it's the enemies of the mysterious stranger that spring the ambush. The PCs might find common cause with the stranger, or they might get caught up in a fight that doesn't involve them.
41–60	**Eavesdroppers:** Rivals of the PCs or the stranger use mundane or magical means to observe the meeting. Their methods can range from a hidden, disguised, or invisible agent nearby to a *clairaudience* or *scrying* spell.
61–80	**Test Them First:** The mysterious stranger insists that the PCs engage in some activity before the meeting takes place. Perhaps the PCs have to disguise themselves, or they need to contact an elaborate sequence of intermediaries, each of whom expects to hear the correct password. Maybe the stranger appears only if the PCs first defeat a rival or perform some other dangerous task.
81–100	**Mysterious Impostor:** The person the PCs were supposed to meet has been replaced by an impostor (perhaps by enemies of the PCs or of the mysterious stranger). If the PCs know what the stranger looks like, then the impostor must use illusion magic or the Disguise skill—or maybe the impostor is a doppelganger. But if the PCs don't know whom they're meeting, then the impostor need only behave convincingly.

Constable

No matter how many precincts or guards a city boasts, there's usually a single figure at whom the martial buck stops. This figure, the constable, is to the executive arena what the justice is to the judicial. In smaller towns, where there is little need for multiple layers of law enforcement, this official is often known as the sheriff. In larger cities, he or she is akin to a chief of police, commanding multiple sheriffs who each report from a different district. The constable enforces the city's laws and, should the government declare martial law, takes charge of its local army.

Alternate Title: Sheriff.

Associated Class: Fighter.

POLITICAL BODIES

Below is an overview of the types of political bodies found in urban fantasy centers. Each discussion includes a sample contact upon whom the PCs can call for favors if the DM wishes. The information at the end of each sample contact entry represents the number of times such a contact can be called upon for the type of favor described. As always, the names and details can be modified to suit your campaign.

Mayor's Office

The mayor might be a single individual, but in communities larger than a small town, he or she needs various assistants and aides de camp to properly function; the larger the city, the more help the mayor needs. The mayor's office in a metropolis might have a small army of adjuncts working to keep the governing machine well-oiled.

Associated Skills: Bluff, Diplomacy, Knowledge (local), Profession (scribe), Sense Motive.

Sample Contact: Fulven Nuptoose (aristocrat 1/expert 3). As an aide working in the mayor's office, Nuptoose can get the PCs some "face time" with His Eminence, if the situation warrants a personal visit. Once every two months (or more often, depending on the party's reputation).

Parliament

Even in cities under an autocratic system, the local ruler usually maintains a body of advisors. It might be known by any number of names, though "parliament" and "city council" are the most common. Each speaker or councilor who sits on this body, whether elected or appointed, is a true insider with opportunities to influence how the city is run.

Associated Skills: Bluff, Diplomacy, Gather Information, Knowledge (local), Sense Motive.

Sample Contact: Arla Dinlow (expert 5). Arla is the personal aide to a city councilor, and as such, can arrange to have her boss bring up a topic when parliament is in session. Twice every six months.

The Courts

Beneath the mayor sit the various city courts. Most are classified according to the topics they hear, and they typically include courts of chancery, courts of common pleas, husting courts (for disputes involving commerce and trade), and the courts martial (for offenses involving soldiers or disputes between nobles). They normally include the court of the exchequer as well, but since the exchequer is a separate body, its court operates independently of the rest. (See below for more on the exchequer.)

Associated Skills: Craft (any), Decipher Script, Profession (any), Sense Motive.

Sample Contact: Gadwick Fen (expert 2). As a scribe in the husting courts, Gadwick can provide information about past or pending suits between city merchants and tradespeople. Twice per month.

The Exchequer

The city's financial department, the exchequer is one of the most powerful and troubled institutions in an urban fantasy setting. It has its own court (creatively titled the court of the exchequer), which hears accounts and judicial pleas relating to fines owed the city (or vice versa). It is to the exchequer—and to its head, specifically the Chancellor of the Exchequer (who is one of the most powerful individuals in the city)—that the bailiff presents his findings and funds.

Associated Skills: Appraise, Concentration, Profession (bookkeeper or scribe), Search.

Sample Contact: Bartleby Stemple (expert 5). Being a bookkeeper for the exchequer might be stressful, but it also provides vital information about who owes money to the city (or vice versa). Once per month.

CITY SERVICES

Some organizations that are technically part of the city government do not qualify as political bodies unto themselves. What follows is a sampling of the most common sorts of civic services. As in the previous section, each discussion includes a sample contact upon whom the PCs can call for favors.

Corpse Collection

In most cities, the less than pleasant duty of disposing of the dead is left to a special branch of the city government, typically known as the Corpse Collection Department. In times of plague, collectors are among the busiest civil servants in town.

Sample Contact: Willis Teegle (commoner 2/expert 1). For a modest sum (50 gp), Willis will make sure any single body is cremated before being examined, so long as it won't be missed. Once only (though a more lucrative fee might encourage him to repeat the favor).

Maintenance

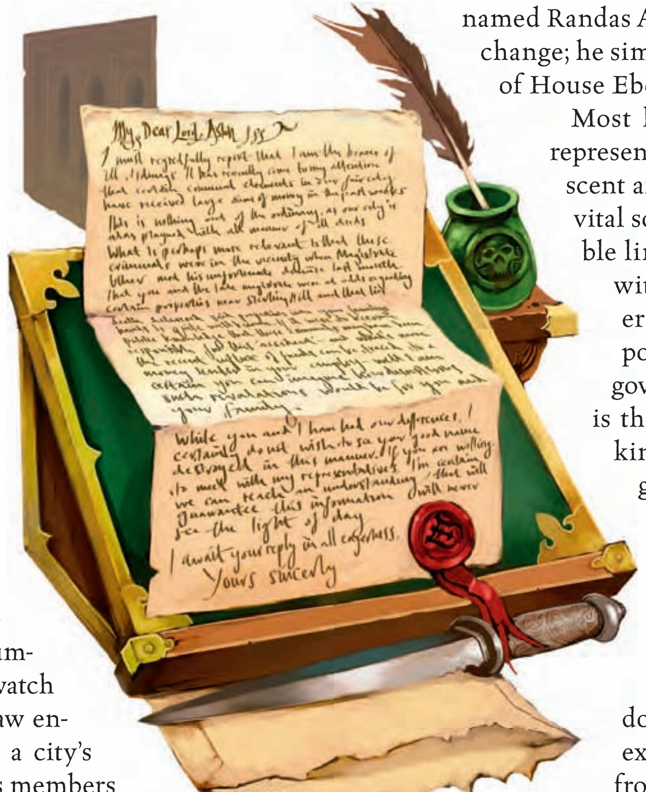
One of the most basic city services is the maintenance of public areas, including government buildings, roads, parks, and street lamps. In cities with no sewage system to dispose of waste, this extra (foul) duty also falls on the shoulders of maintenance workers.

Sample Contact: Stanzon Grum (commoner 7). For a bribe of 5 gp or more, Stanzon will collect all the garbage found on the property of any politically unimportant figure and bring it to the PCs, with no questions asked. Once per month.

The Watch

Every urban center has a militia of this variety, whether it's called the guard, the police, or any number of similar names. The watch is the city's first level of law enforcement; depending on a city's morality and resources, its members can range from thugs with badges to well-trained and highly ethical warriors.

Sample Contact: Officer Foxleigh (commoner 1/warrior 2). For a small consideration (3 gp), Foxleigh will share information about ongoing investigations to which he is privy, provided it doesn't come back to harm him or the watch. Twice per month.



Dealing with politics in the city can be just as dangerous as adventuring in the deepest dungeon

Illus. by J. Hodgson

Houses

A house is an extended family bloodline; members can often track their ancestry back many generations. It includes all legitimately born members of the family—some houses recognize bastards as well, but this stance is far from universal—unless some family members have been deliberately cast out for serious transgressions. Usually, one can join a house only through adoption or marriage. Someone outside the family might become a servant or employee of the house—or even be favored as much as some true members—but he will never truly belong.

Houses carry the primary name of the family; for instance, House Ebonmar is the house representing the family tree of Duke Balthus Ebonmar. Since people can join the house through marriage and pass their own names along to their children, not every member of a house shares the family name. For example, if Duke Balthus's sister marries a man named Randas Arran, his last name does not change; he simply becomes "Randas Arran of House Ebonmar."

Most houses in a fantasy setting represent noble families. Because descent and purity of the blood are of vital social importance to most noble lines, they track their lineage with extreme care. The larger the noble house, the more power it likely has in the local government. If House Ebonmar is the largest noble house in the kingdom, it probably has more governmental positions than any other house, and thus it might be able to put pressure on the king or other nobles to make decisions in its favor. In most cases, no single house utterly dominates a kingdom or city, except perhaps the royal house from which the king descends.

The political wrangling between houses can be fierce, especially in circumstances where the line of ascension to the throne is not clear. In most cases, this conflict is limited to under-the-table deals, payoffs, favor-trading, blackmail, and other political maneuvers. On occasion, however, it can escalate into physical intimidation, kidnapping, assassination, and even civil war.

The leader of a house is usually its oldest living member. In some cultures where gender is an issue, the leader might need to be male, or female, depending on the particulars. If a younger member of a house holds an especially important position in society, he might also serve as house leader, but this situation is rare. A very few houses elect a leader from among their ranks, rather than declaring someone to be the newest ascender to the position.

Many noble houses are known for their skills or abilities at specific tasks. One house might produce famous warriors, while another might have a long history of artistry or craftsmanship in a particular medium, while a third might breed the best horses and train the best riders. Such an ability is usually secondary to a house's political ambitions, but savvy house leaders build on their strengths (such as ensuring that the bulk of military officers in a region belong to their own bloodline).

A rarer but growing phenomenon is that of the merchant house, formed not of noble bloodlines but from families whose members have gained enough economic and mercantile influence to be powers in their own right. They often sit at the heart of merchant guilds or similar organizations. Many can shape the finances of entire markets by setting prices, intimidating rivals, and threatening to cut off the flow of certain goods. A few are powerful enough to influence governments or noble houses. Most merchant houses have influence over one or two kinds of commerce—such as textiles or shipping—but the largest might influence all markets in a given region. They, too, are normally led by their oldest living member.

Members of a house always belong to the upper class, whether the house is of the noble or the merchant variety. Houses are primarily found in cities where humans or elves predominate. Gnomes rarely trace their family lineage back far enough to create houses, while dwarves and halflings live in communities made up exclusively of blood relatives. Still, members of those last three races who have dwelt in a human city or an elf city for more than a generation or so might find themselves caught up in politics and could eventually be adopted into a house.

PLAYER CHARACTERS AS HOUSE MEMBERS

Upper-class PCs might belong to a local noble or merchant house, either through blood or marriage. In such cases, consider allowing them an extra contact before the start of play. Such a contact must be a member of the house to which the character belongs. Similarly, a PC who becomes a member of a house during play—unlikely, but not impossible, through marriage or adoption as a reward for service—immediately gains one house-based contact.

HOUSE PATRONAGE

Far more likely for PCs than joining a house is receiving the patronage of one. Noble and merchant houses offer financial and political assistance to individuals—normally artisans, but sometimes researchers or adventurers—whom they wish to see succeed. For instance, a house interested in fine art might pay a particularly talented artist, so she can develop her work without having to worry about earning a living. Of course, the house expects something in return for its patronage, which can serve as a fulcrum for numerous stories and adventures during the campaign.

GAINING PATRONAGE

If a character has grown famous for her accomplishments or activities, a house might offer her patronage. If the character's activities benefit that house directly—whether or not she intends them to—then the likelihood of such an offer increases significantly.

More proactive characters might actively seek out the patronage of a noble or mercantile house. Start by deciding what skill the PC wishes to offer the house. (Most PCs will likely approach a house as adventurers, but one with high skill ranks might attempt to gain patronage as an artist or performer.) To determine which house is most likely to offer patronage to someone with her skills, the character must succeed on a DC 10 Knowledge (nobility and royalty) check or a DC 15 Knowledge (local) or Knowledge (history) check.

Once the character has chosen which house to approach, she must arrange a meeting with someone of standing within it; the precise details depend on the city and the political situation, but doing so likely requires at least a DC 15 Diplomacy check. Several days might pass before even a low-ranking house noble can meet with the character. Once she finally obtains her meeting, she must convince the individual that her services are worth supporting. If she seeks patronage for a craft, she must produce a sample product or performance of masterwork quality or its equivalent. (In other words, she must succeed on a DC 20 check using the appropriate skill.) If she is instead selling her services as an adventurer or the like, she must succeed on a DC 20 Bluff or Diplomacy check to convince the individual that her deeds are of sufficient merit. If the PC has already performed great deeds of note, reduce the check DC by 5 or even 10. If the individual becomes convinced, the PC has gained the patronage of the house.

Certain houses might have other requirements as well, such as offering patronage only to individuals of a particular race, profession, social status, or the like. The DM should determine such requirements as he sees fit, based on the persona and nature of the house.

BENEFITS OF PATRONAGE

House patronage grants a character several valuable advantages.

First, the house pays for the PC's room and board, up to that allowed by a common lifestyle (*DMG* 130).

This outlay is not actually paid to the character, and thus it cannot be used for anything other than living expenses.

Second, the character gains one free contact from among the house members.

Third, the house occasionally helps supply the PC for a task, whether creating a fantastic piece of art or setting out on an adventure to rid the highways of marauding ogres. The house supplies the PC with equipment, the total value of which never exceeds the normal amount owned by a 6th-level NPC (*DMG* 127) or an NPC of one level lower than the PC's level, whichever is smaller. The precise nature of the equipment—weapons or tools, mystical or mundane—depends on the nature and resources of the house itself. The house expects this equipment to be returned within a week or two, and offers such assistance only twice per year (or a third time with a successful DC 25 Diplomacy check).

Finally, the PC can use her affiliation with the house to open doors and cut through bureaucracy. By using the house's name, she can add a +2 circumstance bonus on any Diplomacy or noncombat Intimidate checks made against anyone familiar with the house's clout (except as noted below), and a +4 circumstance bonus on any Diplomacy or Gather Information checks made while dealing with members or employees of the house.

DRAWBACKS OF PATRONAGE

While patronage has many advantages, it includes its share of drawbacks as well.

First, the PC is expected to regularly publicize her affiliation with the house—and even if she doesn't, the house will, hoping to make her famous and thus increase its own glory. The PC takes a –2 penalty on all Disguise checks, and on any Bluff checks made to hide or downplay her affiliation with the house. Similarly, when dealing with anyone who considers the house an enemy (such as a major political rival), the PC takes a –2 penalty on Diplomacy checks instead of gaining the usual +2 bonus.

The house expects the PC to do favors and perform tasks for it. In the case of an artist, such obligations might involve creating a particular work as commissioned by one of the house members. Adventurers might be asked to undertake specific quests, or provide protection for house members. Whatever the specific requirements, the PC must spend, on average, at least 10 hours per week working on tasks assigned by the house. Failure to do so results in loss of patronage, as described below.

The PC is forbidden from developing close alliances or contacts with anyone the house considers an enemy or rival. Similarly, unless the house has criminal ties, the character is forbidden to fraternize or develop contacts within the underworld.

LOSS OF PATRONAGE

Should the character ever fail in an assigned task—or in *any* task that garners public awareness (such as an attempt to rid the city of a haunting, or to successfully open an art gallery)—the house immediately withdraws its patronage, not wishing to be associated with failure. Similarly, the house cuts all ties if the PC ever falls out of public favor, such as being convicted of a major crime (whether truly guilty or not), or makes an enemy of a public figure the house cannot afford to alienate (such as a monarch).

HOUSE TYPES

Although houses cannot be as neatly categorized as guilds or organizations, most of them focus on one area of expertise above all others. The following sections detail six primary types of houses—both noble and nonnoble—to be found in a standard fantasy city. These divisions represent the different primary concerns a house can have; each house usually has many other interests and areas of influence as well.

Each discussion below includes four pieces of information that the DM and the players can make use of.

"Associated Classes" identifies the sorts of people to whom a house is most likely to grant patronage, though these are not necessarily exhaustive.

"Associated Skills" mentions those talents for which the house is most widely known. Characters born into a house must purchase at least 1 rank in one of its associated skills. Houses are more likely to grant patronage to someone with at least 4 ranks in an associated skill. A character who does not have either levels in an associated class or ranks in an associated skill is unlikely to ever receive patronage from that house.

"Supplies Available" indicates the sort of assistance the house might provide on occasions when it is prepared to assist the PCs in a task.

"Sample Contact," just as in earlier sections of this chapter, is a brief description of an NPC associated with the house and the favor he or she might provide to a character or characters who enjoy the house's support.

MERCANTILE

Most mercantile houses are nonnoble families; although a select few noble bloodlines have taken up an interest in trade, such activities are usually considered vulgar and cause other nobles to look down upon those individuals. Mercantile houses normally have substantial interest in one or two areas of trade, owning many business, warehouses, and caravans. A few have broader reach, influencing the markets of an entire city or region. They often use their influence to guide the actions of local governments, threatening to withhold resources or granting discounts to certain nobles in exchange for favorable treatment. Some mercantile houses own entire towns or hire soldiers to patrol their trade routes. (Whether these are true patrols designed to keep the road safe or paid brigands intended to harass the house's competitors depends on the house.)

Associated Classes: Aristocrat, bard, expert, rogue.

Associated Skills: Appraise, Craft, Diplomacy, Knowledge (local), Knowledge (nobility and royalty), Profession.

Supplies Available: Merchant houses can normally provide mundane traveling necessities, mounts, vehicles, and petty cash. A mercantile house known for a particular product might be able to provide that as well.

Sample Contact: Halliman Hillback of House Ironthrone (expert 4/rogue 1). Halliman will aid a PC in haggling for a good deal on a particular transaction (+2 bonus on the PC's Diplomacy check). Once every two weeks.

MILITARY

Military houses boast a strong tradition of soldiering service. They produce a large number of officers and generals, and they gain the most political power during wartime. They are often positioned to profit from wars by running and supporting weaponsmiths, mercenary companies, and the like; less scrupulous military houses often attempt to instigate conflict where none exists in hopes of increasing their fortunes. Some military houses make a practice of sponsoring adventurers (hoping that their glory and success will add to the house's reputation), while others eschew the use of outside warriors, insisting that they alone are capable of handling any threat. Military houses frequently parlay their clout on the battlefield into political power, for they know full well that a kingdom is nothing without its armies.

Associated Classes: Aristocrat, expert, fighter, hexblade (*Complete Warrior*), paladin, psychic warrior (*Expanded Psionics Handbook*), ranger, warmage (*Complete Arcane*), warrior.

Associated Skills: Craft (armorsmithing), Craft (weaponsmithing), Handle Animal, Knowledge (nobility and royalty), Ride.

Supplies Available: Any mundane weapons and armor, war mounts, and riding gear. Additionally, the house might provide magic weapons or armor, but never in excess of 75% of the total aid provided.

Sample Contact: Sir Benedict de Langahas (fighter 7). Sir Benedict will provide a small mercenary company consisting of six warriors, each of one-half the PCs' average level (maximum 6th), to aid the group in one specific battle. Once per year.

MYSTICAL

A mystical house is known for the power of its magic. In many instances, this is literally in the family's blood; many of its members are born sorcerers (or warlocks, if that class is used). In other cases, the house might simply study wizardry or other magical arts on a regular basis. Mystical houses often hold great power in a city, particularly in areas well known for monsters or strange beings. At the same time, other nobles distrust mystical houses, never certain from where they gain their powers, or with whom their true allegiance lies. Some mystical houses feature psionic powers rather than magic, at the DM's discretion.

Associated Classes: Adept, aristocrat, psion (*Expanded Psionics Handbook*), sorcerer, spellthief (*Complete Adventurer*), warlock (*Complete Arcane*), wilder (*Expanded Psionics Handbook*), wizard.

Associated Skills: Craft, Knowledge (arcana), Knowledge (history), Knowledge (nobility and royalty), Knowledge (psionics), Spellcraft.

Supplies Available: A mystical house can provide expensive spell components, or various magic items such as potions, scrolls, wands, and minor wondrous items. Additionally, it can contribute to the cost of creating a magic item (the exact amount depends on the circumstances).

Sample Contact: Salassra the Green, of House Arbathyre (wizard 5). Salassra will cast any single spell of 3rd level or lower necessary for the creation of a magic item. Once every three months.

PATRON OF THE ARTS

Regardless of where they actually gain their power, some houses are best known as patrons of the arts. They support painters, sculptors, and musicians—any artist whom they might transform into the "latest thing," and thus share in the ensuing glory and prestige. Invariably, of course, popularity fades, and the house moves on to other artists. Patrons of the arts rarely sponsor adventurers, but they might occasionally do so if their territory or membership is endangered. They frequently support artists, of course, and a PC with a high artistic skill might gain patronage that way.

Associated Classes: Aristocrat, expert, bard.

Associated Skills: Craft, Knowledge (nobility and royalty), Perform, Profession, Speak Language.

Supplies Available: The house can supply all manner of mundane equipment. It can also supply minor wondrous items, whose value cannot exceed 50% of the total aid provided. Depending upon its other interests, it might be able to provide alternate materials at the DM's option, but never to the same extent as other houses more fully invested in those areas.

Sample Contact: Baroness Elspath Silverweave (aristocrat 4/bard 2). The baroness will provide raw materials for the creation of a single work of art (not weapons, armor, or equipment), the value of which cannot exceed 100 gp. Once per month.

POLITICAL

The most common sort of noble house focuses on politics. Such houses certainly have other interests—businesses, military positions, and the like—but they are all side enterprises: means to an end. Their children are raised from infancy to take charge, trained in the arts of deal-making and ruling. Some seek to do well by their people, but many simply want power for the family, and they'll do whatever it takes to obtain it. Their staples include trading in favors, spreading rumors, and blackmail, and even those political houses that try to rise above such activities must master them if they wish to survive. Political houses often cultivate ties with local religions, since the church is often the only institution with enough power to rival the government.

Associated Classes: Aristocrat, bard, cleric, fighter, rogue.

Associated Skills: Bluff, Diplomacy, Intimidate, Knowledge (history), Knowledge (local), Knowledge (nobility and royalty), Sense Motive.

Supplies Available: A political house can supply most mundane equipment, as well as magic items relating to enchantment and divination magics (never worth more than 75% of their total assistance), or other wondrous items or magic weapons (never worth more than 25% of their total assistance). It can also supply ready cash.

Sample Contact: Lord Caspar Galaint of House Ebonmar (aristocrat 8). Caspar will arrange for the PC to see a noble or city official who cannot normally be contacted through mundane channels. Once every 6 months.

UNDERWORLD

While a number of noble or mercantile houses possess criminal ties, a rare few are known primarily for their underworld dealings. In some instances, the house's illegal activities might be publicly known, but the family is clever or powerful enough that the local authorities cannot prosecute. In other instances, a city might be so corrupt that overt criminal houses are the norm; this is most often the case when a criminal house holds the greatest power in the city.

Some of these houses earn much of their income through illicit activities, but others are nonnoble bloodlines that have risen to power—at least in the underworld, and possibly in more legitimate circles as well—by funneling criminal profits into legal pursuits (think of them as a fantasy equivalent of the modern-day Mafia). Such houses are among the most frequent patrons of adventurers, since they always have dangerous or dirty tasks that need doing. Good-aligned characters should always beware of making deals with them.

Associated Classes: Barbarian, expert, fighter, ranger, rogue, spellthief (*Complete Warrior*), warrior.

Associated Skills: Appraise, Bluff, Forgery, Gather Information, Intimidate, Knowledge (local).

Supplies Available: An underworld house can provide any supplies necessary, up to the maximum allotment. However, 25% of such supplies are stolen or smuggled goods, and the PCs caught with them might find themselves in severe legal trouble.

Sample Contact: Ronto Riddimas (rogue 6/assassin 2). Ronto will assassinate any single individual of a level lower than his, so long as the target is not especially well protected. Once only.

EBONMAR INFILTRATOR

"In the world of politics, secrets are currency. In the world of politics, I am a rich, rich man."

—Thobias Ebonmar,
scion and "guide" of House Ebonmar

Secrets are indeed the currency of the world of politics, and few have learned this better than House Ebonmar. A politically oriented noble bloodline, Ebonmar has mastered the art of learning the most hidden facets of their rivals, while keeping their own dealings quiet and unseen. Their greatest tools in this endeavor are the infiltrators—or "guides" as they are obliquely referred to—who act as spies, saboteurs, and—when necessary—blackmailers of unsurpassed ability on behalf of the house.

BECOMING AN EBONMAR INFILTRATOR

The infiltrator is a master of stealth and deception, an interpreter, and an escape artist. Few individuals other than bards, rogues, and perhaps ambitious experts can master the wide variety of skills necessary to become an infiltrator. Monks could manage it, if they're willing to spend a great many skill points on cross-class skills. All others must either multiclass or wait until much higher levels to become an infiltrator.

Table 3–1: The Ebonmar Infiltrator **Hit Die: d6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 1st	2nd	3rd	4th
1st	+0	+0	+2	+0	Piercing insight +1, speed reader, spells	0	—	—	—
2nd	+1	+0	+3	+0	Sneak attack +1d6	1	—	—	—
3rd	+2	+1	+3	+1	Combat anticipation +1	2	0	—	—
4th	+3	+1	+4	+1	Uncanny dodge, piercing insight +2	3	1	—	—
5th	+3	+1	+4	+1	Sneak attack +2d6	3	2	0	—
6th	+4	+2	+5	+2	Combat anticipation +2	3	3	1	—
7th	+5	+2	+5	+2	Piercing insight +3	3	3	2	0
8th	+6	+2	+6	+2	Hide in plain sight, sneak attack +3d6	3	3	3	1
9th	+6	+3	+6	+3	Hyper-awareness	3	3	3	2
10th	+7	+3	+7	+3	Piercing insight +4, *shadow in the night*	3	3	3	3

Class Skills (6 + Int modifier per level): Balance, Bluff, Climb, Craft, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Hide, Jump, Knowledge (nobility and royalty), Listen, Move Silently, Open Lock, Search, Sense Motive, Sleight of Hand, Spot, Tumble, Use Rope.

Entry Requirements

Skills: Decipher Script 4 ranks, Hide 8 ranks, Move Silently 8 ranks, Search 4 ranks, Sense Motive 4 ranks.
Feats: Any two of the following: Alertness, Deceitful, Investigator, Negotiator, and Stealthy.
Special: Must be a member of House Ebonmar.

CLASS FEATURES

An infiltrator gains abilities focused on both stealth and awareness, augmenting his job as a spy or saboteur. He slowly builds on this focus until he obtains an almost superhuman ability to observe and interpret the world around him. Additionally, he trains in the use of specific spells, also designed to aid in his primary goal of gathering secrets. While an infiltrator is certainly capable of using disguise and deceit to obtain his goals, his primary techniques are stealth-based; one has no need to lie when one cannot be seen.

Weapon and Armor Proficiency: You gain no proficiency with any weapons or armor. If you are proficient with light armor, you can cast infiltrator spells while wearing light armor without incurring the normal chance for arcane spell failure. However, like any other arcane spellcaster, an infiltrator wearing medium or heavy armor or using a shield incurs the normal chance of arcane spell failure if the spell in question has a somatic component. A multiclass infiltrator still incurs the normal chance for arcane spell failure when casting arcane spells received from other classes.

Spells: Starting at 2nd level, you gain the ability to cast a small number of arcane spells. To cast an infiltrator spell, you must have an Intelligence score of at least 10 + the spell's level, so if you have an Intelligence of 10 or lower, you cannot cast these spells. Bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + your Intelligence modifier. When you get 0 spells per day of a given level (for instance 1st-level spells for 1st level), you gain only the bonus spells to which you would be entitled based on your Intelligence score for that spell level. Your spell list appears below. You prepare and cast spells just as a wizard does.

Piercing Insight (Ex): Through strenuous training, you learn to more effectively observe the world surrounding you. At 1st level, you gain a +1 bonus on Search, Sense Motive, and Spot checks. These bonuses increase by +1 for every three levels you advance past 1st level in the prestige class (+1 at 1st level, +2 at 4th level, +3 at 7th level, and +4 at 10th level).

Speed Reader (Ex): You have learned to interpret text at a rapid rate. You can read a single page of text as a full-round action. This applies even to text read with *comprehend languages*, or through the use of the Decipher Script spell.

Sneak Attack (Ex): This ability, gained at 2nd level, is like the rogue ability of the same name (*PH* 50). The extra damage increases by 1d6 at 5th level and again at 8th level. If you get a sneak attack bonus from another source (such as rogue levels), the bonuses on damage stack.

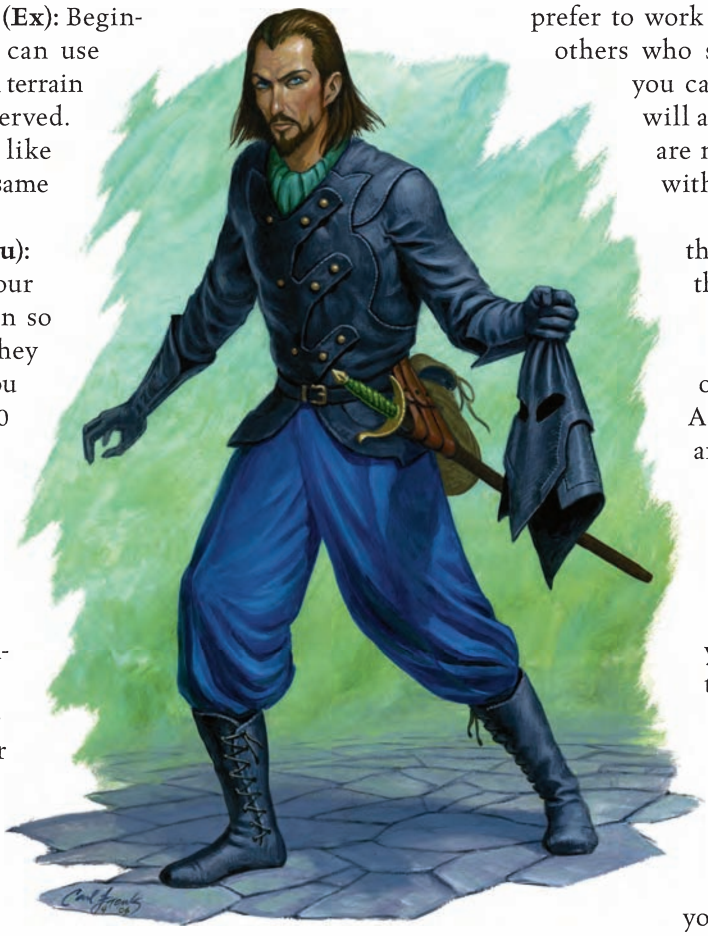
Combat Anticipation (Ex): Beginning at 3rd level, your ability to effectively observe the world around you allows you to respond more swiftly to danger. You gain a +1 dodge bonus to Armor Class, and a +1 bonus on both Reflex saves and initiative checks. These bonuses increase to +2 at 6th level. The bonuses to AC and Reflex saves come in part because you read the intentions of your foe. Thus, you gain those bonuses only against humanoids, monstrous humanoids, and giants. Other creatures are too anatomically different for you to easily anticipate their intentions. This ability functions only when you are wearing light or no armor.

Uncanny Dodge (Ex): At 4th level, you cannot be caught flat-footed and react to danger before your senses would normally allow you to do so. This ability functions like the barbarian ability of the same name (*PH* 26). If you already have uncanny dodge from some other source, you instead gain improved uncanny dodge at this level.

Hide in Plain Sight (Ex): Beginning at 8th level, you can use the Hide skill in natural terrain even while being observed. This ability functions like the ranger ability of the same name (PH 48).

Hyper-Awareness (Su): At 9th level, you find your perceptions have grown so highly attuned that they become supernatural. You gain darkvision out to 30 feet and blindsense out to 5 feet.

Shadow in the Night (Sp): When you reach 10th level, your mastery of stealth has crossed over into the otherworldly. Once per day, you can become ethereal. This effect lasts for up to 1 round, plus a number of additional rounds equal to your Intelligence modifier. This ability otherwise functions as the spell *ethereal jaunt*.



Thobias Ebonmar, an Ebonmar infiltrator

Ebonmar Infiltrator Spell List

Infiltrators choose their spells from the following list.

1st Level: *comprehend languages, detect chaos, detect evil, detect good, detect law, detect magic, detect secret doors, detect weaponry*, disguise self, expeditious retreat, ghost sound, jump, obscuring mist, secret weapon*.*

2nd Level: *cat's grace, darkness, detect thoughts, fox's cunning, illusory script, invisibility, knock, owl's wisdom, pass without trace, spider climb, undetectable alignment.*

3rd Level: *arcane sight, darkvision, deeper darkness, locate object, misdirection, nondetection, see invisibility, secret page, tongues.*

4th Level: *arcane eye, clairaudience/clairvoyance, detect scrying, dimension door, freedom of movement, greater invisibility, locate creature, modify memory, scrying.*

*New spell described in this book.

PLAYING AN EBONMAR INFILTRATOR

You prefer stealth to swordplay, avoiding a battle to fighting one. You are direct and driven in your goals to seek out and acquire secrets useful to House Ebonmar. Everything else is secondary. You normally prefer to work alone or with a team of others who share your skills, but if you can find companions who will aid you in your cause, you are more than happy to stick with them.

Your relationship with the house is inviolate. Everything you do, you do for your family and your blood. Your position within Ebonmar is rather unusual. As one of their guides, you are well respected, for they know they owe you and your kind much of their success. Yet you can never personally gain the political prestige that your work provides, for the house cannot afford to place their guides in a public position.

Combat

Where possible, avoid direct conflict, using your skills and special abilities to anticipate and escape from your foes. When battle is inevitable, focus on opponents against whom your special abilities are most effective, leaving creatures such as undead, constructs, and plants for your companions. Strike from concealment or odd angles, taking advantage of your sneak attack.

Try to use your spells in advance of battle to enhance your companions' abilities as well as your own. Make liberal use of divinations to determine what you'll be facing, and plan your strategies accordingly.

Advancement

Only members of House Ebonmar become infiltrators. You were likely born into the house, though it's conceivable that you married or were adopted into it. The house keeps a constant lookout for members who boast the necessary skills to make a good infiltrator. They observed you for some time before approaching you, watching to ensure that you were not only sufficiently able, but also truly loyal to House Ebonmar and its secrets. Only when you had alleviated all their concerns did the family leaders ask you to become a guide.

Illus. by C. Frank

Unearthing secrets and finding leverage on political rivals is now your primary goal. You remain a member in good standing of the house. In fact, you likely appear at public functions and gatherings, or perhaps even hold a minor position in the household or the city. You are not permitted to take on any role that is too public, however—the house must be able to disavow your actions if you are ever caught. At the same time, people expect members of Ebonmar to seek political power, so you must play the part of behind-the-scenes schemer to some extent. Your spare time is occupied with training, learning new techniques, and perhaps embarking on unrelated adventures to hone your prowess.

Once you've become an infiltrator, put a good portion of your skill points into stealth-related skills; these are your primary advantage in combat, and your only means of effectively carrying out your primary goals. Spread your remaining points evenly around your various class skills, making you sufficiently well rounded to understand and acquire information from almost any source. Focus your feat selections on those that will either improve your various skills or augment your spellcasting abilities.

Resources

Although they will not and cannot be overt about it, the members of House Ebonmar place their aid and resources at your disposal. If necessary, they can provide funding or equipment for a specific mission, an alibi, bail, or even a means of escape if you are captured or arrested and a safe place to hide.

In no case, however, will the house ever publicly acknowledge the connection between itself and anyone convicted of a crime or exposed as an infiltrator; therefore, it might cut ties with you at any point if you become a liability. Further, it only supports you when you work for its purposes; don't expect any sort of aid when you're off on unrelated adventures.

EBONMAR INFILTRATORS IN THE WORLD

"Tell you about him? I just said that I saw him in my chambers! Doesn't mean I can tell you the first thing about him!"

—Lord Beaumond Richhierre,
second-tier magistrate

Integrating infiltrators into an urban campaign is a fairly easy task. House Ebonmar can fit into almost any city with ambitious political families. The Ebonmar "guides" are its primary means of acquiring leverage. While little evidence exists to prove the house's connection with these illicit activities, its use of infiltrators is something of an open secret. Thus, any urban campaign that involves political intrigue is a perfect place for an Ebonmar infiltrator. Even if the PCs prefer not to involve themselves in politics, an infiltrator might go on unrelated quests in order to hone his skills, or perhaps to get out of town for a while after a mission goes awry.

Organization

The infiltrators have no organization unique to themselves; they are simply members of House Ebonmar. Within the house, rank equates to age—the older the member, the higher his position. A council of five patriarchs and matriarchs governs the family; only a majority vote among them can strip a member of rank. Similarly, only the council can send an infiltrator on a mission. Any other members who want an infiltrator to perform a task must petition the patriarchs and matriarchs first.

Daily life for an infiltrator consists of equal parts high society and secret training. Like others of the family, they put in appearances at upper-class functions, and perhaps spend a few hours working in a minor governmental office. Their spare time consists of training to master their unusual abilities. Individual infiltrators might have their own agendas, but service to the house always comes first. Failure to abide by this stricture could result in exile from the house—and, if the infiltrator knows too much, perhaps a shallow grave in the deep woods. House Ebonmar is not an innately evil family (though it has more than its share of evil members), and the Patriarchs do not order such a step lightly, but neither will they risk a disgruntled and estranged member exposing their techniques.

On extremely rare occasions, an infiltrator might accept an outside commission, so long as his actions do not threaten the house or interfere with its plans. A character seeking an infiltrator need merely drop word of his interest in locations frequented by Ebonmar members, servants, and employees. It invariably gets back to the infiltrators, who observe the characters in secret for a time. If they agree to a meeting, the infiltrators simply show up when the characters are in a place that enables them to converse safely.

NPC Reactions

Political allies of House Ebonmar greet its members warmly, starting with a friendly attitude (*PH* 72). Political enemies are initially unfriendly. Most others are usually indifferent toward members of the house.

Few people react to the PC specifically as an infiltrator, simply because the character is unlikely to publicize his status. Still, should someone find out, they will likely view the character with some measure of distrust. If they have heard of the infiltrators, their reaction is one step nearer hostile than it would otherwise be, unless they are a close ally of the house.

INFILTRATOR LORE

Characters with ranks in Knowledge (local) or Knowledge (nobility and royalty) can research the Ebonmar infiltrators to learn more about them. When a character makes a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Ebonmar infiltrators collect secrets and knowledge about political and public figures, for use as leverage or even blackmail. Everyone knows they work for House Ebonmar, but nobody's been able to do anything about it.

DC 15: The infiltrators are highly skilled in methods of stealth, deception, and information-gathering. They're very hard to catch, and they are experts at avoiding combat.

DC 20: Infiltrators are capable opponents, able to strike a foe's weak spots. The greatest among them can see in utter darkness, and even move through solid objects.

EBONMAR INFILTRATORS IN THE GAME

The infiltrators are secretive enough that the DM can easily work them into a campaign under the assumption that they have been active for some time. Alternatively, the PCs might simply have had no reason to deal with House Ebonmar before, or might only now be entering a city or district where the house is active.

Players who enjoy stealth or political intrigue are most likely to be drawn to the infiltrator. The prestige class makes an excellent spy (its main purpose) but can also become an effective scout, saboteur, or even assassin.

Adaptation

The Ebonmar infiltrator is easy enough to adapt to most campaigns by simply changing its flavor. The class might be associated with a different political house, or with a guild of thieves or assassins. It might be a religious cult devoted to a god of thieves or shadows, in which case you might consider making the spells divine rather than arcane. Alternatively, the class might be associated with a government, representing a cabal of specially trained and mystically enhanced covert operatives.

Sample Encounter

Most characters who encounter infiltrators likely do so in the midst of a mission. Perhaps the PCs are seeking the same objective as the infiltrator, or the party might be protecting a nobleman whose secrets the infiltrator is after. Alternatively, the PCs might first meet the infiltrator in his guise as a low-ranking member of House Ebonmar, not realizing that he is the same strange figure they've been tasked to find.

EL 10: Most infiltrators are loyal members and servants of House Ebonmar, but Thobias Ebonmar is an utter fanatic. He spends all his available time either on missions or training for them, except for those few occasions when he is forced to put on a public face and appear at house functions. When the PCs encounter him, he is staking out his next target—a rival to one of Ebonmar's up-and-coming scions—gathering information and intelligence for his eventual foray into the man's home. He initially attempts to flee, but if the PCs corner him, he is willing to fight for his freedom.

THOBIAS EBONMAR **CR 10**
Male human rogue 5/Ebonmar infiltrator 5
LN Medium humanoid
Init +9; **Senses** Listen +8, Spot +10
Languages Common, Dwarven, Gnome

AC 18, touch 14, flat-footed 14; uncanny dodge, improved uncanny dodge, combat anticipation +1
(+4 Dex, +4 armor)
hp 38 (10 HD)
Resist combat anticipation +1, evasion
Fort +2, **Ref** +12, **Will** +3

Speed 30 ft. (6 squares)
Melee *+1 short sword* +11/+6 (1d6+1/19–20)
Ranged light crossbow +10 (1d8/19–20)
Base Atk +6; **Grp** +6
Atk Options sneak attack +7d6
Combat Gear *elixir of sneaking*
Ebonmar Infiltrator Spells Prepared (CL 5th):
3rd—*deeper darkness*
2nd—*invisibility, knock, spider climb*
1st—*comprehend languages, expeditious retreat, jump, obscuring mist*

Abilities Str 10, Dex 19, Con 10, Int 16, Wis 13, Cha 10
SQ speed reader
Feats Alertness, Improved Initiative, Silent Spell, Stealthy, Weapon Finesse
Skills Balance +11, Bluff +5, Climb +5 (+7 climbing ropes), Decipher Script +8, Diplomacy +11, Disable Device +10, Disguise +5 (+7 acting), Escape Artist +12 (+14 involving ropes), Forgery +8, Gather Information +5, Hide +22, Intimidate +2, Jump +7, Knowledge (nobility and royalty) +8, Listen +8, Move Silently +17, Open Lock +11, Search +13, Sense Motive +10, Sleight of Hand +14, Spot +10, Tumble +11, Use Rope +9 (+11 involving bindings)
Possessions combat gear plus *+1 short sword,* light crossbow with 10 bolts, *+1 shadow studded leather, gloves of Dexterity +2, headband of intellect +2,* masterwork thieves' tools
Spellbook spells prepared plus 1st—*detect magic, detect secret doors, secret weapon**; 2nd—*detect thoughts;* 3rd—*see invisibility*
* New spell described on page 67

Guilds

A guild is an organization formed to protect the interests and pursuits of people involved in the same general trade or activity. Within that broad definition, a guild can appear in countless different forms: large or small, weak or powerful, public or secretive. From the tailors who band together to battle import tariffs, to the religious malcontents who form their own united front against the oppression of the government, to the thieves' organization that operates in the heart of the poor quarter, guilds are everywhere in a fantasy city. Even two guilds of the same type might differ wildly in appearance and behavior, depending on the people who join and the city in which they dwell.

Small, weak guilds often do little more than provide members a place to belong (and perhaps a bit of financial support), but powerful guilds control entire economic markets, and might even guide the course of their local government. Consider, for instance, a guild that controls the shipping and sale of lumber in a city far from any source of wood, or a powerful mercenary guild that protects a city with an otherwise weak militia. In both cases, the municipal government cannot afford to alienate the guild, giving it substantial leverage to make demands. A guild that becomes this powerful often fixes prices, drafts legislation favorable to it, or dominates markets otherwise unrelated to its pursuits.

GUILD MEMBERSHIP

It is far easier to join a guild than to gain the patronage of a noble house. In fact, in some cities, people of a certain profession might be required to join the local guild. Guild membership can be an attractive prospect, though most guilds appeal only to characters who stand to gain from belonging, rather than the party as a whole.

That said, many guilds will be of no interest to PCs. It is unlikely that an adventurer has much interest in joining a butchers or bakers guild in his spare time, even if he possesses some skill at butchery or cooking. Adventuring-oriented guilds might attract his interest, however, and some characters might indeed seek to join a more mundane guild, if only for a way to earn some money or to practice their skills.

JOINING A GUILD

Joining a guild is a simple enough prospect; one simply approaches it and petitions for membership. Finding the guildhouse of a particular guild typically requires a DC 10 Gather Information or Knowledge (local) check. A more covert association, such as a thieves or assassins guild, might require a DC 20 or even a DC 25 check. Some secret societies are so well hidden that the party must seek out clues through investigation and adventuring before attempting a supremely difficult (DC 30) skill check. This check can also reveal other information about the guild, such as its general membership requirements, operating procedures, and so on.

It is also possible that, if someone has obtained fame or notoriety for a certain skill, the relevant guild might approach him directly. This is a relatively rare occurrence, however; once someone has mastered a skill to such an extent, he is more likely to form his own guild than to join a preexisting one. Additionally, an established master is not only far less easily influenced, but far more likely to seek a position of leadership in any organization to which he belongs . . . possibly displacing one of the current guildmasters in the process. Still, some guilds do approach famous practitioners of their selected craft, especially if they believe the benefits outweigh the risks.

The various guild types each have associated classes and associated skills. In most cases, a petitioner must either belong to one of these classes or possess 4 ranks in at least one skill to be accepted for membership. Exceptions to this rule are possible, however, if a character has abilities that the guild can clearly use. For instance, a mercenary guild might accept a sorcerer or warmage into its ranks, if his or her spells would be of particular use on the battlefield.

Some guilds have additional requirements, such as passing initiation rites or belonging to a certain race or religion.

Finally, most guilds gain the bulk of their income through entry fees and membership dues. The average guild requires a one-time entrance fee of 25 gp from a new member, and monthly dues equal to 5 gp per level. (These fees might be higher in richer cities or campaigns, or lower in poorer cities or less economically inflated campaigns.)

BENEFITS OF MEMBERSHIP

Most guilds provide a standard set of benefits, available to all members. While they might vary slightly in specifics, they are generally the same from one guild to the next.

Most guildhouses include barracks and kitchens, guaranteeing members food and a safe place to sleep if needed.

Guild members help one another out. The initial attitude (*PH* 72) of a fellow member is always one step closer to helpful than normal. Additionally, a character gains a +2 circumstance bonus on Diplomacy and Gather Information checks made when dealing with a fellow member.

A guild subsidizes the cost of goods, supplies, and services related to its chosen field, reducing the price to a member by 10%.

A guild can provide monetary loans to members who have fallen on hard times. Successfully requesting a loan requires a Diplomacy check, with a cumulative –2 penalty for each previous such request made by that individual to that guild. The DC depends on the amount requested.

Success indicates that the borrower receives the money, and has one month to pay it back. Should he or she fail to meet the deadline, he or she is (at the very least) expelled from the guild. Some guilds—particularly criminal organizations—have much sterner penalties.

Table 3–2: Guild Loans

Desired Loan Amount	Diplomacy DC
Up to the member's monthly dues	15
Up to the member's monthly dues × 10	20
Up to the member's monthly dues × 100	25

Every guild member gains a contact specific to his or her guild.

In addition to the above benefits, particularly active guild members gain additional benefits, depending on the type of guild. This requires the PC to gain the Favored feat (see page 61).

DRAWBACKS OF MEMBERSHIP

The most obvious drawback to guild membership is, of course, the monthly dues. While most adventurers should have little problem earning this much money, a slow month can cause problems. A member in good standing might be given one month's leeway, but if she fails to pay her dues (including back-dues) by then, she is expelled.

Additionally, many guilds have enemies or rivals among the other guilds of the city. The starting attitude of a member of a rival guild is one step closer to hostile than it would normally be.

Guild members have certain responsibilities which they must perform in order to maintain their standing. In some cases, these are fairly minor, such as keeping the guild apprised of certain topics. In others, this responsibility might involve donating a percentage of earnings, or seeking guild permission to undertake certain actions.

An individual who fails to pay her dues or perform her duties for more than two consecutive months is expelled from the guild. Similarly, a member who compromises the guild in some manner, such as providing information to rival guilds, is also expelled. Expulsion results in the immediate loss of all benefits gained from the guild, as well as from the Favored feat (if applicable). If the individual was expelled for failure to perform her duties, all attitudes of guild members return to normal. If she was expelled for betraying the guild, the attitudes of guild members are one step closer to hostile than they would normally be. Some guilds, particularly criminal organizations, might enact steeper penalties—up to and including attempted assassination—in the face of betrayal.

GUILD TYPES

A single city can have an enormous number of guilds. What follows is not a comprehensive list, but rather a breakdown of the general types of guilds most likely found within a typical fantasy metropolis. The DM should customize these guilds as he sees fit. Each guild should have a unique name, of course, but certain mechanical details might be altered as well. For instance, a smugglers guild might be based on the criminal guild, described below, but with Profession (sailor) substituted for Disable Device in the associated skills list.

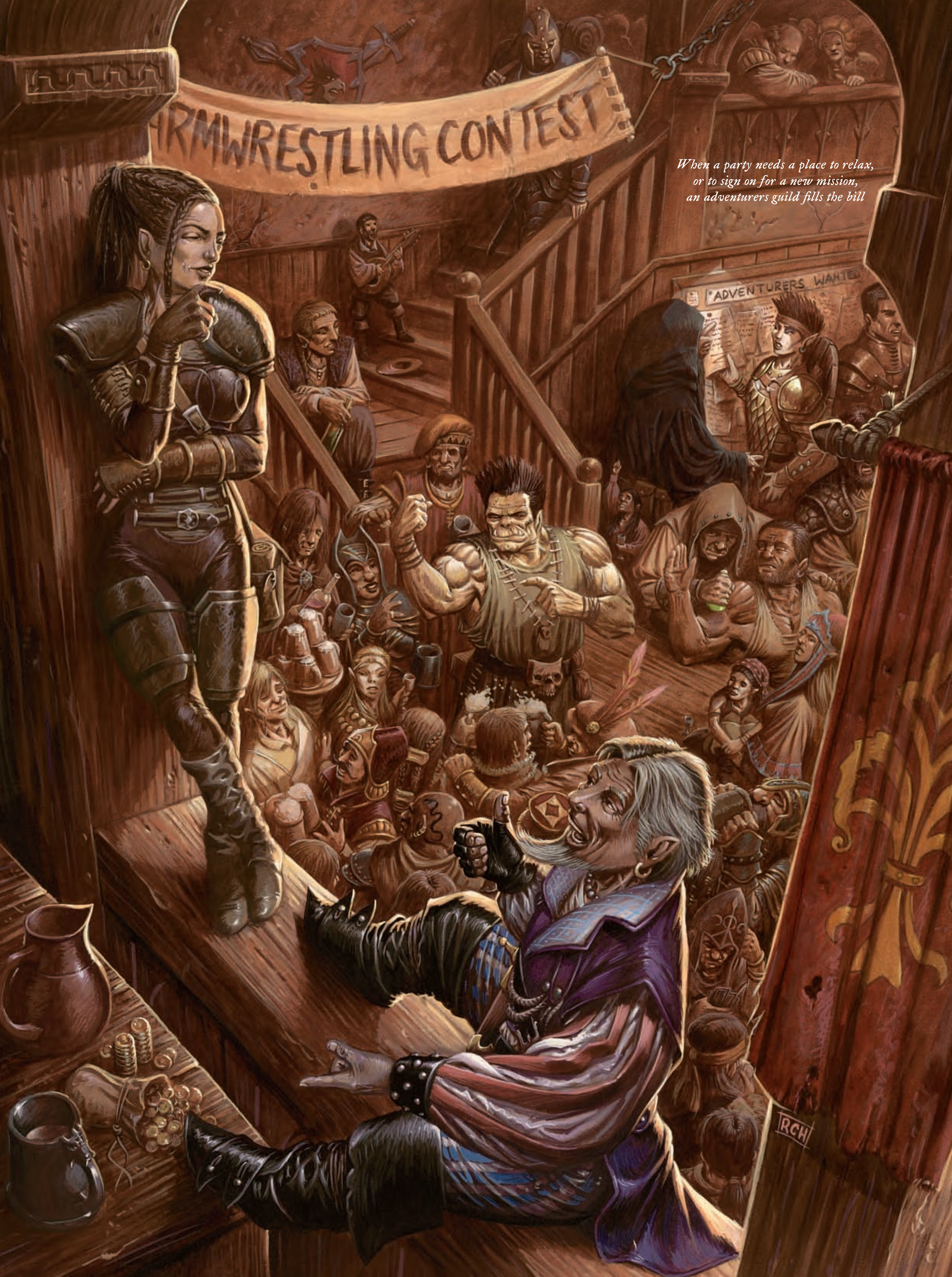
As discussed above, potential members should have at least one level in an associated class or 4 ranks in an associated skill. "Duties" describes certain actions or concessions members are expected to undertake on the guild's behalf. "Favored Benefits" lists the advantages a member gains for taking the Favored feat with this particular guild.

ADVENTURERS GUILDS

This guild is designed expressly for those who battle monsters, hunt treasure, and explore unknown lands. It is far less common than most other types of guilds, and is not appropriate for all campaigns. An adventurers guild is an excellent spot for members to relax, share tales of their exploits, pick up rumors of evil cults within the city or lost ruins without, and meet with prospective employers. Many people looking to hire adventurers come to an adventurers guild first. In addition, PCs can easily acquire adventuring hirelings or cohorts through the guild, or hire freelance spellcasters to cast spells such as *identify* or *restoration*. In both cases, the guild keeps track of its members' abilities, and often directs potential employers to the adventurer or party that best fits their needs.

In settings where adventuring parties can be licensed and registered, such as certain regions of the Forgotten Realms® campaign setting, the guild can handle the necessary paperwork.

An adventurers guild offers one additional, and unusual, service. Any time a member embarks on an adventure, he can, if he chooses, ask that the guild send out a search party if he fails to return by a specified time. He must tell the guild exactly where he expects to be.


RMWRESTLING CONTEST
ADVENTURERS WANTED
RCH

*When a party needs a place to relax,
or to sign on for a new mission,
an adventurers guild fills the bill*

If such a search party successfully locates and rescues a trapped or injured adventurer, the search party and the guild each receive 40% of any treasure and valuables the rescued member found on that quest, as the price for their assistance.

Examples: Explorers guild, monster hunters guild.

Associated Classes: All PC classes.

Associated Skills: Decipher Script, Disable Device, Knowledge (arcana), Knowledge (dungeoneering), Knowledge (geography), Knowledge (nature), Knowledge (religion), Knowledge (the planes), Ride, Search, Survival, Use Magic Device.

Duties: Members must keep the guild apprised of their abilities and notify the guild when they are undertaking an adventure or quest. They are not required to accept any job offers the guild might point their way, but constant refusal of employment might eventually upset the guildmasters. Finally, members must be willing, if asked, to embark on a quest to rescue or discern the fate of other missing guild members. They are only required to accept such a mission once per year (if that often), but doing so more frequently is a good way to gain popularity within the guild. Finally, all members are expected to pay the guild 10% of the value of any treasure or goods they find on their adventures, in addition to the regular monthly dues.

Favored Benefits: The character can request a rescue or search party, as mentioned above, but with a lower cost. While the search party is still entitled to 40% of the character's treasure, the guild takes only the standard 10% for the quest, leaving the character with 50% rather than a mere 20%. Additionally, the guild sends potential employers—particularly wealthy ones—the character's way with great frequency. He gains a +2 circumstance bonus on Diplomacy checks when haggling with a potential employer who contacts him through the guild.

Sample Contact: Barak One-Hand (half-orc bard 4/ranger 7). Barak has traveled all over the region, fought and studied numerous monsters, and explored many legends, and is happy to share his knowledge when asked (+2 bonus on PC's Knowledge [arcana], Knowledge [dungeoneering], Knowledge [geography], Knowledge [nature], Knowledge [religion], Knowledge [the planes], or Bardic Knowledge checks made when researching any potential danger or quest). Once per month.

ARCANE GUILDS

An arcane guild consists primarily of spellcasters, but occasionally boasts noncasting members, such as experts who practice alchemy. Wizards make up the majority of guild members, with bards, sorcerers, and other casters a distinct minority. These guilds offer comfortable and well-stocked libraries for research, and laboratories for experimentation. Perhaps more important, they offer an environment where casters can exchange ideas and theories, or simply interact with those who actually understand them. Arcane guilds are also valuable as political leverage in cities where governments or common folk distrust the use of magic.

Examples: Mages guild, alchemists guild.

Associated Classes: Adept, artificer (EBERRON *Campaign Setting*), expert, sorcerer, warlock (*Complete Arcane*), wizard.

Associated Skills: Concentration, Craft (alchemy), Decipher Script, Knowledge (arcana), Spellcraft, Use Magic Device.

Duties: The member must provide to the guild a copy of any new spell or scholastic discovery he researches.

Favored Benefits: The guild subsidizes the creation of magic items, reducing the character's raw materials cost by 5%.

Sample Contact: Zinadria Hatherford (human wizard 7). Zinadria will provide the PC, or one of his companions, the opportunity to copy one spell out of her spellbook. Once every 6 months.

CRIMINAL GUILDS

These organizations are illegal and highly secretive, except in particularly corrupt cities. They exist for one purpose: to protect their members from the law, the citizenry, and rival criminals. A criminal guild offers its members somewhere to train, compare notes, learn of opportunities, fence stolen goods, or simply lie low for a time. It is particularly valuable as a means of finding employment, since those who require an illicit service often approach the guild (which in turn farms the job out to a specific member). Membership in the guild is a powerful tool for intimidation and negotiation when dealing with those who know of the organization's power.

Criminal guilds occasionally have an underworld house at the center of their power structure.

Examples: Assassins guild, thieves guild.

Associated Classes: Bard, fighter, rogue, scout (*Complete Adventurer*).

Associated Skills: Bluff, Disable Device, Forgery, Hide, Move Silently, Open Lock, Sleight of Hand.

Duties: Members must keep all details of the guild secret from nonmembers. They must avoid robbing or otherwise victimizing anyone the guild has declared off limits (either because the individual is paying protection money, or because he poses too great a risk of drawing attention). A member is not required to take every job the guild asks her to perform, but she should have a good reason for refusing. She must obtain guild permission before undertaking any large criminal

Illus. by R. Horsley

endeavor. Finally, she must pay to the guild 15% of all profits made from criminal activities, on top of her monthly dues.

Favored Benefits: The guild provides access to the black market and stolen goods. A member can obtain many goods for a discount, in any city where the guild maintains a presence. The chance of finding a specific discounted item is a flat 85% for mundane items, 50% for minor magic items, 25% for medium magic items, and 10% for major magic items. If they are available, mundane items can be purchased for a 10% discount, while magic items are discounted 5%. Note that these items are stolen or contraband, and a PC caught with an identifiably stolen item on his person could be arrested and charged.

Sample Contact: Colben Shey (human bard 5). Through a combination of clever lies, forgeries, and a group of "witnesses" he keeps available at all times, Colben can provide an airtight alibi for the PC, insisting that he was in one place when he was actually in another. Once every 4 months.

GLADIATORIAL STABLES

Many cities have arenas where gladiators battle it out—against one another or against various fearsome beasts—for the entertainment of the masses. While many gladiators are slaves, free fighters also participate in public matches. A gladiatorial stable is a small guild, usually consisting of a number of gladiators, support staff such as healers and trainers, and an owner or manager. Some arenas do not accept free fighters who do not belong to an established stable. Even if they do, stable managers often have the contacts and clout to arrange better and more profitable fights. A reputable gladiatorial stable provides free healing to its members (at least for injuries sustained in the arena), arranges matches between foes, and offers to invest a gladiator's profits in other enterprises if the gladiator so chooses. It can also provide most nonmagical equipment a gladiator might request, though he can usually use such items only in the arena, not on outside adventures.

Unlike other guilds, gladiatorial stables do not require monthly dues. They make their profits on fees from the gladiators' matches (and from betting on the side, of course).

Associated Classes: Barbarian, cleric, fighter, hexblade (*Complete Warrior*), monk, ranger, rogue, scout (*Complete Adventurer*), warrior.

Associated Skills: Balance, Climb, Heal, Intimidate, Jump, Perform, Tumble.

Duties: The stable earns 30% of a gladiator's purse per match (see sidebar). Members must fight in the local arena at least once a week, unless they have a solid excuse, or else risk expulsion from the stable (or at least additional financial penalties on their subsequent matches, to make up for the loss).

Favored Benefits: So long as the privilege is not abused, the stable heals a gladiator of injuries suffered outside the arena as well as within. Additionally, in one out of every four matches, the stable takes only 20% of the purse, rather than 30%.

Sample Contact: Albrechd Bearer (human cleric 5). Albrechd will cast a single enhancing spell—such as *aid* or *bull's strength*—on the PC before a match (something that is officially frowned upon unless cleared ahead of time). Once every 4 months.

GOVERNMENT GUILDS

Government guilds are unusual in that they blur the line between municipal and private organizations. Many cities lack such guilds—government employees simply work at the behest of their ruler or the city itself. In regions where government guilds do exist, they take one of three forms.

PROFITS IN THE ARENA

On average, assume that the purse for a given gladiatorial match is roughly equal to the value of treasure that would normally be gained for a fight of that Encounter Level (*DMG* 51). Use the EL of the tougher side, if the two sides are mismatched. For instance, if two 5th-level gladiators (EL 7) face off against an 8th-level gladiator, the purse for the fight averages 3,400 gp—the standard treasure for an EL 8 encounter.

Again, this is an average. Precise monies vary depending on the size of the crowd, the popularity of the fighters, and so on. To determine the exact amount of the purse, assume a base of 80% of the above value, and add 2d20%. This gives you a range of 82% to 120% of the standard value for that EL.

Note that the gladiators themselves don't see much of that money. The arena takes an average of 40% off the top from each match, and the stable takes another 30%, leaving a mere 30% to be split among the various fighters on the winning side.

So why become a gladiator? Because while an adventurer battling monsters might earn much more from a single treasure hoard, he has no guarantee of ever finding a monster, or of that monster possessing treasure. A gladiator knows that he will see a profit if he wins. Further, the gladiator knows that healing is available to him if he survives the match. Finally, popular gladiators can often earn money on the side by betting on themselves or by hiring themselves out as bodyguards.

A gladiator who does not belong to a stable lacks the influence and contacts to arrange fights as lucrative as one who does. Such a gladiator earns a purse of only half the normal amount (before the arena takes its cut), receives no free healing or room and board, and must provide his own equipment.

In the first form, there is literally no difference between the guild and the city department it represents. Everyone who works in that department is a guild member. The department itself is a guild in only the loosest sense of the word; it's a portion of the city government that provides its members guildlike benefits. Government guilds of this sort do not require dues of their members, financing themselves instead through taxes and city monies. Characters who join such a guild can actually earn a regular (if relatively small) income, but are required to spend the bulk of their time working for the city and guild.

In the second form, the city government subcontracts certain duties to a guild rather than undertaking them directly. For instance, a government might hire a guild to permanently oversee its city watch or handle road maintenance rather than running those departments itself. As above, everyone who works in that department is a guild member, and the guild is financed through city monies rather than dues.

The final variety is a guild in the traditional sense: a private organization, made up of city employees and usually drawn from the same department. Membership is not required (or at least the city doesn't require it; the guild might strongarm people into joining). City workers join the guild for extra benefits, or as a means of gaining some leverage with the government, allowing the guild to negotiate for better pay and hours. This type of guild requires the standard dues of its members.

Examples: City watch, street cleaners guild, embassy.

Associated Classes: Depends on the specific department, but often includes aristocrat, cleric, expert, and fighter.

Associated Skills: Depends on the specific department, but often includes Bluff, Diplomacy, Gather Information, Intimidate, Knowledge (nobility and royalty), and Sense Motive.

Duties: Each member of a government guild must spend at least 10 hours a week working for the guild.

Favored Benefits: The character gains a +1 bonus on Diplomacy and Intimidate checks with members of any guild. (When dealing with members of his own guild, these bonuses stack with the standard guild bonuses.)

Sample Contact: Sarruel Thorp (human aristocrat 3/expert 3). Sarruel knows how to pull the right strings and can exempt the PCs from paying one specific fee to the city, be it a fine for minor criminal activity or a tax on a large treasure haul. Once per year.

LABORERS GUILDS

Another relatively small but growing phenomenon, laborers guilds are associations of unskilled, low-paid, physical laborers who have banded together for mutual support. Usually, such groups organize in the hope that sufficient numbers might grant them some of the influence and authority they lack individually. The guild not only provides laborers with a place to gather and share their grievances, it attempts to negotiate with employers and the city government for wages and working conditions. No single laborer has any real clout, but a few of the larger laborers guilds have garnered a fair amount of respect.

Many laborers guilds must weather assaults—usually economic and political, but in some cases literal—from businesses or even government departments. Most employers, after all, dislike it when their workers band together and insist on higher wages. Although a great many laborers guilds are entirely legitimate, a portion of them have allied with criminal organizations as a means of protecting themselves from government or business reprisals.

Laborers guilds still require dues from their members, but the cost is normally lower than other guilds. It varies from guild to guild, but a fee of 1 or 2 gp per level, rather than 5, is standard. Entry fees (when they are not waived) average 5 to 10 gp.

Examples: Dockworkers guild, teamsters guild.

Associated Classes: Commoner, warrior.

Associated Skills: None. Common and untrained laborers are the primary members of these guilds.

Duties: Members are required to support their guild and their fellow members in all confrontations. This can mean joining in demonstrations, or even going on strike (regardless of the financial hardship it causes) when asked to do so.

Favored Benefits: Members gain a +1 bonus on Diplomacy and Intimidate checks when negotiating with potential employers. When performing basic physical labor, members can expect to be paid 5% to 10% more than the standard value for those services.

Sample Contact: Colson of Archer Street (human commoner 5). Colson serves as a foreman and can arrange for a labor crew to perform simple physical tasks, such as carrying goods or driving wagons, for 1d3 days. Once every 2 months.

MERCANTILE GUILDS

Mercantile guilds are the most common form of guild in most fantasy cities. Each is typically devoted to a single craft or profession, or at most a small group of closely related trades. A mercantile guild provides its members a place to meet and discuss business with fellow tradesfolk, protection from fraud and theft, and in the case of more powerful guilds, safety from criminal guilds or excessive taxation by the government. The richest guilds might even offer loans for a member to start up or expand a business.

A few larger mercantile guilds oversee not a specific craft, but an entire market. These guilds accept all artisans and tradesfolk as members, and they have an enormous amount of political clout. On the other hand, they often require merchants to join before allowing them to set up shop in "their" city, and can often force independents out by undercutting prices, intercepting shipments, and the like.

Examples: Carpenters guild, smiths guild, the Dragonport Merchants' Consortium.

Associated Classes: Expert, rogue.

Associated Skills: Appraise, Bluff, Craft (any one), Diplomacy, Knowledge (local), Profession (any one), Speak Language.

Duties: In addition to monthly dues, a member must pay a 15% monthly tax on all profits acquired from guild-affiliated businesses.

Favored Benefits: Membership in the guild is a sign of quality merchandise. Members can charge an average of 5% more than the standard market value on their goods and services in any city where the organization maintains a guildhouse.

Sample Contact: Tholo Olivander (halfling expert 4). Tholo will identify the source of any item—region, culture, perhaps even its creator if it's distinctive enough. Once per week.

MERCENARY GUILDS

Like an adventurers guild, a mercenary guild is a place of safety and camaraderie for those who live lives of great danger. The guild provides a centralized location to procure employment, receiving contracts from those who need hired swords and passing them along to its members. In most cases, the reputation of the guild as a whole attracts more (and wealthier) clients than any individual might on his own. Some guilds provide healing for their members; this is not free, or even discounted, but at least the individual always knows where to find an available cleric. Similarly, the guildhouse is considered a place of safety, where a member can go to avoid enemies or simply leave the combat and carnage behind for a short while. In an urban environment, the guild serves to legitimize its members: City governments tolerate members of recognized guilds far more readily than they would independent swords-for-hire wandering around their streets.

Examples: District/neighborhood watch, mercenary company.

Associated Classes: Barbarian, fighter, hexblade (*Complete Warrior*), monk, ranger, soulknife (*Expanded Psionics Handbook*), warrior.

Associated Skills: Climb, Handle Animal, Intimidate, Jump, Ride, Use Rope.

Duties: A mercenary guild requires its members to spend no fewer than 20 hours a week on missions and patrols. Generally, such duties are fairly safe and do not require much combat. In times of war or danger, however, members must support whatever cause the guild does. With a successful DC 25 Diplomacy check, a member can have an adventure with her companions registered as a "patrol," if the adventure somehow advances the cause of the guild or its employer, or is intended to pacify an area of the guild employer's territory. This counts toward the guild's required weekly duty. Each additional attempt to register an adventure as a "patrol" increases the Diplomacy check DC by 2.

Favored Benefits: Members of the same mercenary guild learn complementary combat tactics. Whenever a member is adjacent to another member, each of them gains a +1 competence bonus to Armor Class.

Sample Contact: Oriak Soulburn (human hexblade 6). Oriak will accompany the PC on an adventure up to one day in length. Once only.

PERFORMERS GUILDS

Performers band together in guilds both to enable them to put on larger and more spectacular shows, and for the same reasons common laborers do: to gain the protection, respect, and authority they cannot acquire as individuals. A performers guild promotes entertainment events and combines members with complementary talents (such as grouping dancers with musicians, or actors with bards who can create illusory backdrops and special effects). The guild aids its members in finding taverns or theaters in which to ply their trade, or—if the guild maintains a headquarters large enough to double as a theater—draws patrons to them. The guild also provides areas to rehearse and other performers who can aid in practice or critique performances.

Examples: Acting troupe, minstrels' society, traveling circus.

Associated Classes: Bard, expert, rogue, wizard (illusionist).

Associated Skills: Balance, Disguise, Diplomacy, Escape Artist, Perform (any one), Sleight of Hand, Tumble. (Additionally, Handle Animal is common in circuses.)

Duties: Members must perform their chosen services in support of other guild members as necessary. This normally requires 1d4–1 days (4 hours/day) each week.

Favored Benefits: In any city wherein the guild maintains a guildhouse, the member can substitute a Perform or Profession check for a Diplomacy or Gather Information check by offering her services for free. In addition, she earns twice the normal income when using her Perform or Profession skill to earn money. These uses of Perform or Profession must match those with which the character has earned guild membership. For example, a character who joined the guild as an actor cannot apply this benefit to Profession (blacksmith) checks.

Sample Contact: Gerdi Tindertwig (halfling bard 3/expert 3). Gerdi will provide performers and entertainment for a special occasion. Once per year.

PSIONIC GUILDS

A psionic guild is dedicated to exploring the secrets of the mind, making new discoveries, and enhancing the power of its members through shared resources and techniques. Psions make up the bulk of its members, but other psionic classes—and even the occasional enchantment-focused arcanist—are often welcome.

Although their trappings are very different, psionic guilds often resemble arcane guilds in their general setup and methods of operation.

Examples: College of psychics, soothsayers guild.

Associated Classes: Psion (*Expanded Psionics Handbook*), wilder (*Expanded Psionics Handbook*).

Associated Skills: Autohypnosis, Concentration, Knowledge (psionics), Psicraft, Use Psionic Device.

Duties: The member must share with the guild any new power or scholastic lore he discovers.

Favored Benefits: The guild subsidizes the creation of psionic items, reducing the character's raw materials cost by 5%.

Sample Contact: Aryn Lhal (maenad psion [telepath] 6). Aryn will use *read thoughts* on a captured foe. Once per month.

RACIAL GUILDS

Unlike most other guilds, racial guilds are united not by common interest or a common business, but by common heritage. They allow members of a minority race—such as elves or halflings in a human city—to interact, speak their own tongue, exchange offers of employment, share news from home, and simply relax in a place designed to accommodate them. In cities where prejudice and oppression exist, these guilds also fight for the rights of their members. In most cases, this activity means putting political and economic pressure on local merchants and, if at all possible, the government. Tales even exist of racial guilds taking up arms against the leaders of a city in open revolt. Alas, most such tales end in defeat; such guilds are not particularly powerful organizations.

In the overwhelming majority of cases, only members of the race to which the guild is dedicated can join. In a select few instances, the guild allows members from other races, if they are truly devoted to helping create a better world for the guild's primary race.

Examples: Elves' Consortium, the Goblin Liberation Front.

Associated Classes: Varies by race, but always includes the race's favored class.

Associated Skills: Varies by race, but always includes any skills on which the race gains a racial bonus.

Duties: Members must do their best to advance the cause of the guild's race. Wherever possible, they must buy goods and services from members of that race, and support political candidates of that race.

Favored Benefits: Members gain a +1 bonus on Diplomacy and Gather Information checks involving any member of that race who knows of the guild's existence.

Sample Contact: Dugal Ruunahuun (dwarf fighter 5). Dugal will accompany the PC on a single adventure, so long as it promises to involve a conflict with orcs, goblinoids, or giants. Once only.

RELIGIOUS GUILDS

A religious guild is either an association of followers of the same faith, or a multidenominational organization allowing membership from a select group of religions. In either case, a religious guild is not the same thing as a sect or cult. Such guilds might be secret orders within the larger confines of a church; an assembly of people with a particular goal (such as protecting the faith from enemies or proselytizing to the masses); or even a gathering of religious individuals belonging to a specific profession, such as a society of priests or a group of temple guards. Any sort of intrachurch organization, such as an order of holy warriors or a group of scholars dedicated to researching ancient myths, might also qualify as a guild, though less formalized or smaller groups might be better portrayed as organizations (see below).

Examples: Knightly order, secret order devoted to forbidden research.

Associated Classes: Cleric, expert, favored soul (*Complete Divine*), paladin.

Associated Skills: Concentration, Diplomacy, Heal, Knowledge (religion), Knowledge (any one other), Spellcraft.

Duties: Members must observe and adhere to the specific tenets and strictures of their faith. Additionally, some orders might require partial or complete secrecy regarding their activities, membership, or even existence. Finally, if a religious guild is dedicated to a specific purpose (such as research or proselytizing), members must spend at least 1d4 days (4 hours/day) each week engaged in that activity.

Favored Benefits: The member's faith and understanding of her fellows is bolstered by association with others who share her beliefs and purpose. She gains a +1 bonus on Diplomacy and Gather Information checks when dealing with any follower of her religion, whether or not they are in the guild. She also gains a +2 bonus on Will saves when resisting any compulsion that would cause her to act outside the dictates of her faith.

Sample Contact: Father Eliaj (elf cleric 5). Eliaj will assist the PC in researching religious matters (+2 bonus on any Knowledge check related to a church or religious matter). Once per week.

SCHOLASTIC GUILDS

A scholastic guild can be anything from a small circle of researchers dedicated to studying a particular topic to a full-scale university providing knowledge to all who wish it. In any case, the guild works to further the knowledge and education of its members, if not its entire community. It provides libraries, places of study and academic discourse, an atmosphere conducive to the acquisition of knowledge, and possibly instructors willing to educate students in one or more subjects.

Some scholastic guilds overlap with arcane or psionic guilds if the culture considers magic or psionics to be just another field of study.

Examples: Sages guild, secret society, university.

Associated Classes: Aristocrat, bard, expert, wizard.

Associated Skills: Decipher Script, Gather Information, Knowledge (any four), Speak Language.

Duties: Members must contribute constantly to the guild's knowledge and lore. They must spend at least 10 hours a week in study, writing, research, and discourse with other members. A successful DC 25 Diplomacy check allows a PC to count time spent adventuring toward this requirement, if the purpose of the adventure is to recover some ancient lore or unearth some great secret.

Favored Benefits: To its favored members, a scholastic guild offers complete access to its many libraries and troves of research. A favored member who is in the guildhouse and is making use of both the library and other guild members for research purposes can take 20 on any single Knowledge skill in which he has at least 1 rank. Such painstaking research is time-consuming, however, requiring 2d4 days (8 hours per day) to complete.

Sample Contact: Professor Tibor Wadsworth (gnome expert 7). He will help research a specific topic (+2 bonus on the PC's Knowledge check). Once per month.

SLAVERS GUILDS

A slavers guild is an odd organization. In most civilized realms, it is a subset of the criminal guild—either a branch of a larger organization, or another form of guild frowned upon by local law enforcement. In particularly vile or corrupt regions, slavers guilds operate openly, and in slaver cities, such guilds might hold more political and local power than the nominal government.

Although a slavers guild is usually based in a particular city, it must operate throughout a much larger area in order to gather sufficient "merchandise" to function. Slavers guilds purchase prisoners from the city or other legal slave-owners where possible, but most have no compunctions about kidnapping foreigners or even poor citizens to meet their quotas. Loan sharks and crime lords often sell clients to a slavers guild if the poor souls cannot repay their debts.

Associated Classes: Fighter, rogue, scout (*Complete Adventurer*), sorcerer, wizard.

Associated Skills: Bluff, Diplomacy, Escape Artist, Gather Information, Intimidate, Search, Sense Motive, Spot, Use Rope.

Duties: Members must spend at least four days out of every month in direct service to the guild. In some instances, this might simply involve arranging sales and meeting with clients. For characters with levels in adventuring classes, however, these duties more likely involve capturing new slaves or guarding and transporting those already under the guild's whip.

Favored Benefits: Favored members of the guild can purchase slaves at a 20% discount. Further, if a favored member needs a few hours of physical labor performed, the guild provides the temporary loan of slaves, free of charge.

Sample Contact: Durland Galth (human expert 3/rogue 3). Durland will aid the PCs in tracking the sale of any slaves provided by the guild, or in discovering where said slaves might have originated. Once every 2 months.

CRIMSON SCOURGE

"Don't worry. I'll see that the package is delivered unharmed. Well . . . mostly unharmed."

—Geddrik the Whip

In the fantasy world as well as the real world, the reach of the law sometimes isn't enough. When a criminal is on the loose, or a prisoner has escaped, professional bounty hunters offer their services to bring in the fugitive. Additionally, in some urban fantasy settings, the slave trade is just an accepted fact of life. And just as a rancher sends herders after stray cattle, so too must a slaver hire specialists to track down and recover lost or escaped slaves.

Whether they are independent crime-fighters assisting the law or grim mercenaries who hunt living property, such trained specialists are called crimson scourges. These fearsome trackers are known not only for their efficiency, but for their zealous commitment to the task at hand. Crimson scourges are dedicated—at least to the handsome sums they earn.

BECOMING A CRIMSON SCOURGE

The crimson scourge is a tough and efficient tracker who specializes in dealing painful but ultimately nonlethal wounds. Scourges hail almost exclusively from the ranks of barbarians, fighters, and rangers, though the occasional dedicated warrior might join their ranks as well. Druids can qualify almost as quickly, but most find a scourge's work distasteful or unfulfilling. All other classes either cannot meet the alignment and/or skill requirements, or must reach higher levels before qualifying to become a crimson scourge.

ENTRY REQUIREMENTS

Alignment: Any nongood.
Base Attack Bonus: +4.
Base Fort Save: +3.
Skills: Gather Information 4 ranks, Handle Animal 8 ranks, Heal 1 rank, Intimidate 3 ranks.
Feats: Urban Tracking (see page 64).

TABLE 3–3: THE CRIMSON SCOURGE HIT DIE: D10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Kid gloves, special dispensation
2nd	+2	+3	+3	+0	Swift tracker
3rd	+3	+3	+3	+1	Painful strike +1d6
4th	+4	+4	+4	+1	Immovable heart
5th	+5	+4	+4	+1	Improved disarm
6th	+6	+5	+5	+2	Painful strike +2d6
7th	+7	+5	+5	+2	Threaten
8th	+8	+6	+6	+2	Deadened hide
9th	+9	+6	+6	+3	Painful strike +3d6
10th	+10	+7	+7	+3	Smell of blood

Class Skills (6 + Int modifier per level): Balance, Bluff, Climb, Craft (trapmaking), Diplomacy, Disable Device, Disguise, Escape Artist, Gather Information, Handle Animal, Hide, Intimidate, Jump, Knowledge (local), Listen, Move Silently, Ride, Search, Sense Motive, Spot, Survival, Swim, Use Rope.

CLASS FEATURES

A crimson scourge gains abilities that help him track down and subdue sentient beings. He develops these abilities as he gains levels in his class, and in the process grows increasingly difficult to dissuade from his objectives. While a crimson scourge is capable of using deceit to recover his quarry—and is trained in disguising his appearance should the need arise—he prefers instead to trade on his fearsome reputation, "encouraging" locals to cooperate with him. By the time a scourge masters his class, he has become a coldly efficient tracker of human prey.

Weapon and Armor Proficiency: You are proficient with all simple and martial weapons, light and medium armor, and shields (but not tower shields). In addition, you can select one of the following as a free weapon proficiency: bolas, net, or whip.

Kid Gloves (Ex): Crimson scourges excel at manipulating the wounds they inflict, causing more or less harm as the situation demands. If you choose, you can deal nonlethal damage with weapons that normally deal lethal damage, or lethal damage with weapons that normally deal nonlethal damage—both without taking the usual –4 penalty on the attack roll.

Special Dispensation: Crimson scourges do not operate in secrecy unless they have to, so their patrons provide them the freedom to perform their duties. While operating in any area where bounty hunting is acceptable, a slavers guild has any presence, or you enjoy the patronage of an influential figure, you gain the benefit of the Special Dispensation feat (see page 63), even if you do not meet the prerequisites.

Swift Tracker (Ex): Starting at 2nd level, you can make a Gather Information check when using Urban Tracking every half-hour without taking the usual –5 penalty.

Painful Strike (Ex): At 3rd level, you gain the ability to deal an extra 1d6 points of nonlethal damage when making a melee attack that deals nonlethal damage against an unarmed opponent. This ability does not function if the opponent has a weapon of any sort in either hand, or if your attack deals lethal damage. Unarmed foes with the Improved Unarmed Strike feat are still considered unarmed. This ability never applies to ranged attacks, regardless of the target's proximity to you. If you score a critical hit with the melee attack, the extra damage from this ability is not multiplied. This extra damage increases to 2d6 points at 6th level, and to 3d6 at 9th level. Creatures not subject to nonlethal damage, as well as constructs, oozes, plants, and incorporeal creatures, are not affected by this ability.

Immovable Heart (Ex): Your grim profession hardens your emotions. Beginning at 4th level, you gain a +2 competence bonus to resist enchantment spells and fear effects.

Improved Disarm: At 5th level, you gain Improved Disarm as a bonus feat, even if you do not meet the prerequisites.

Threaten (Ex): Crimson scourges of at least 7th level are masters at shaking the confidence of their foes. This ability grants three advantages when you use the Intimidate skill to demoralize an opponent (*PH* 76). First, you can attempt to demoralize an opponent as a move action, rather than a standard action. Second, a successful attempt causes the target to be shaken for a number of rounds equal to your unmodified Strength modifier (minimum 1 round). Finally, you gain a +2 bonus on any Intimidate check to demoralize an opponent.

Deadened Hide (Ex): Upon reaching 8th level, you become immune to nonlethal damage and to spells or effects that inflict or manipulate pain (DM's discretion).

Smell of Blood (Ex): At the apex of your advancement, you acquire an almost animalistic awareness of the world around you. You gain the scent ability (*MM* 314) and a +3 insight bonus on initiative checks.

PLAYING A CRIMSON SCOURGE

You are an unusual creature: someone capable of being stealthy and subtle, but who rarely needs to be. People like you aren't called "crimson scourges" for nothing. Your very existence serves as a deterrent against escape. If you are neutral-aligned, you likely don't deserve much of what's said about you, but it's against your financial interests to set the record straight. If you're evil, it's probably all true.

Your relationship with your employer is the most important thing for you. Whether or not your loyalty is genuine, without the safety of your patron, your numerous enemies would not hesitate to pounce. You prefer to work alone, but sometimes scourges are hired in pairs—nominally for their safety, but mainly to keep tabs on a suspect hunter.

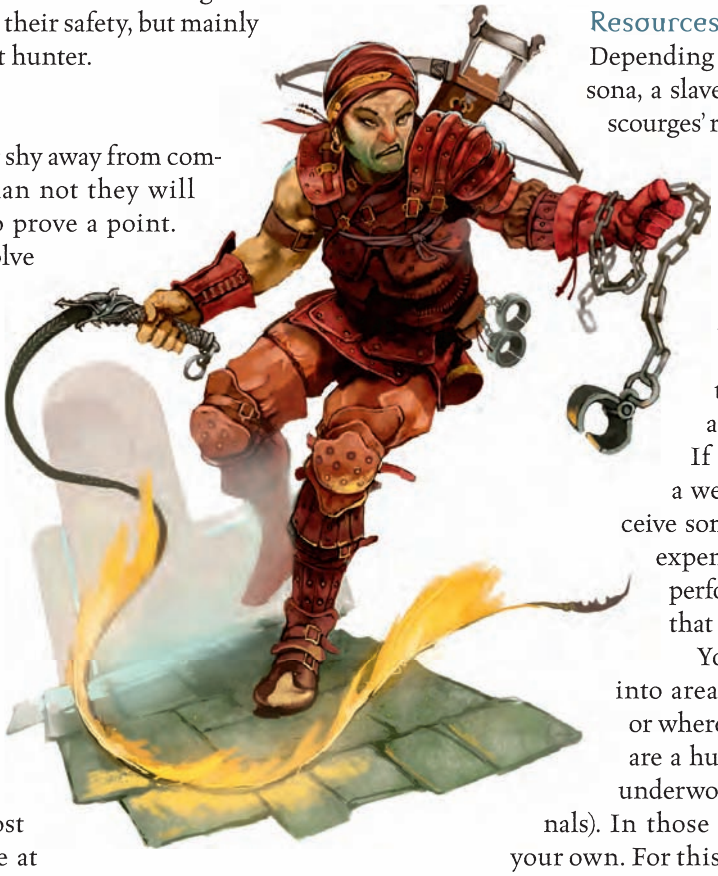
Combat

Crimson scourges never shy away from combat, and more often than not they will instigate a fight just to prove a point. Most of your skills revolve around tracking and disarming (and often humiliating) a single individual. You're not terribly effective in fights involving multiple foes, so bravado is a large part of your combat ability: If you can intimidate your opponent into backing down, you've won without striking a single blow. If melee is inevitable, focus on making the most of your abilities. Strike at unarmed assailants first, to try to take them out of combat quickly, and then move to disarming those who carry weapons so you can do the same to them.

Advancement

Unless you are in business for yourself, your advancement potential relies heavily upon a slavers guild or patron organization. The more successful you are at what you do, the more rapidly you'll advance. Sometimes an employer or guild sends scourges out in pairs—one junior tracker and one veteran. Although true friendship between them rarely blooms, the elder usually ends up taking on the role of mentor.

You were already a competent tracker before becoming a true scourge, but you should continue to make hunting skills a priority when the time for skill point allotment arrives. Before a single blow is landed, your strongest advantages in combat are your reputation and your perceived ability to back up that reputation. Make sure that Intimidate is as high a priority as Gather Information. Focus your feat selection on developing tricks of the trade, such as Improved Disarm, Improved Grapple, Improved Initiative, Improved Overrun, Improved Trip, and Improved Sunder.


Geddrik the Whip, a crimson scourge

Illus. by J. Hodgson

Resources

Depending on its size and public persona, a slavers guild usually funds its scourges' retrieval efforts . . . provided it has concrete information on where a target has gone, and it has a good idea of what the operation will cost. If you're a member of the guild and possess the Favored feat, then you're entitled to such aid should you ask for it. If you are in the employ of a wealthy patron, you can receive some compensation for your expenses, especially if you have performed satisfactory work for that employer before.

Your work often takes you into areas with no guild presence or where slavers are reviled (if you are a hunter of slaves), or into the underworld (if you pursue criminals). In those environments, you're on your own. For this reason, be sure to fix the terms of employment before venturing out after a quarry.

CRIMSON SCOURGES IN THE WORLD

> *"They provide a necessary service, of course. But I do wish they could be a bit more . . . discreet."*
>
> —Lord Beaumond Richhierre,
> second-tier magistrate

Crimson scourges are suitable for almost any city. They can appear in areas with little to no slave trade, focusing entirely on escaped criminals, or be in the employ of slavers guilds but hunting in areas where escaped slaves have fled. On occasion, a slavers guild sends a pair of scourges into a town where the trade hasn't yet blossomed. The scourges quietly investigate factors such as the rich–poor divide, the socioeconomic dynamic, and the attitude of the ruling class toward indentured servitude, evaluating the potential for a new market.

Organization

Crimson scourges have little organization unto themselves. Aside from the mentor–student relationship that develops between pairs, they neither want nor need additional complication in their lives. The only structure that the scourges recognize is an informal system of rank, based upon a combination of achievement and reputation. The more successful the scourge, and the more fearsome his reputation, the more respect he gains from his peers. Nonevil scourges also depend on successful retrievals but value independence far more than ferocity; A scourge who can dictate his own terms earns more respect in the eyes of his peers than one known only for intimidating his quarry.

Daily life for the average scourge consists of countless hours of training and waiting, interspersed with frenetic bouts of activity. Scourges have to keep themselves sharp, but unless they're on active assignment, they have little to do but wait. For this reason, crimson scourges often take assignments as bodyguards or enforcers, serving either the guild or independent parties. In some cases, a scourge is retained permanently, which provides him or her a steady stream of work. Non-evil scourges tend to refuse exclusivity arrangements. Only by committing to a job and then leaving immediately upon success can such scourges maintain their objectivity and independence.

NPC Reactions

By their very nature, scourges elicit fear and unfriendly suspicion from those they meet. Other people might still be helpful to a scourge, but out of fear rather than admiration or respect. Only slavers react to them more favorably than unfriendly, and even they are usually indifferent.

CRIMSON SCOURGE LORE

Characters with ranks in Knowledge (local) or bardic knowledge can research crimson scourges to learn more about them. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Slavers guilds and city watches sometimes use fearsome trackers to hunt down fugitive criminals and escaped slaves.

DC 15: These so-called crimson scourges are highly skilled not only in hunting their quarry but in causing pain without dealing lethal injury. They are known for their callousness.

DC 20: Crimson scourges have a talent for dealing massive amounts of pain to unarmed opponents, and for disarming opponents who might otherwise provide a threat. The best of them feel no pain at all.

CRIMSON SCOURGES IN THE GAME

The crimson scourge fills a specific enough niche that a DM can easily work the class into a campaign under the assumption that the PCs have simply never heard of the scourges before (especially if none of the PCs have ever been in an area with a slavers guild).

Players who enjoy search-and-recover adventures, as well as those who embrace the challenge of a morally complex character, might be drawn to the crimson scourge class. As an NPC, a scourge makes an excellent adversary, whether encountered on the trail of a PC who is an escaped slave, or as a threat to an acquaintance or relative of a party member.

Adaptation

The crimson scourge is suitable for just about any urban campaign setting. Even if your setting features no slavers guild, slaves probably exist somewhere. And as long as there are fugitives, whether criminals on the run or missing property, there will always be crimson scourges to bring them in. In a setting without slaves, the class might be associated with a variant organization, such as a thieves or assassins guild. Scourges might even form the retrieval arm of a cult that endorses slavery, in which case every scourge would be a member of the cult.

Sample Encounter

A character who has reason to encounter a scourge probably has reason to quarrel with him, too. Most run-ins with crimson scourges take place in the midst of recovery operations, while the scourge is tracking down a fugitive. In these situations, a scourge is less inclined to banter or negotiate.

EL 9: Almost every scourge takes care to foster a nasty reputation, but the soon-to-be infamous Geddrik

Raud—the so-called "Whip"—is making an art form out of it. He takes the nickname of his trade literally, scourging the backs of recaptured slaves for every misstep on the way back to their owners. When the PCs encounter him, he is just about to recover his latest target: the child of an escaped slave, whom Geddrik intends to use as leverage against the mother.

Geddrik's arrogance could be his undoing. He refused to partner up with a mentor, and he might have to flee if the PCs get the drop on him or are tougher than the unarmed wretches the Whip is used to bullying.

GEDDRIK THE WHIP **CR 9**

Male human ranger 5/crimson scourge 4
LE Medium humanoid
Init +6; **Senses** Listen +5, Spot +5
Language Common

AC 18, touch 12, flat-footed 16; Dodge, Two-Weapon Defense (+2 Dex, +5 armor, +1 shield)
hp 75 (9 HD)
Fort +9, **Ref** +8, **Will** +6; +2 against enchantments and fear effects

Speed 30 ft. (6 squares)
Melee *+1 flaming whip* +12/+7 (1d3+3 lethal/nonlethal plus 1d6 fire) or
Melee *+1 flaming whip* +10/+5 (1d3+3 lethal/nonlethal plus 1d6 fire) and
mwk light mace +10 (1d6+1 lethal/nonlethal)
Ranged heavy crossbow +11 (1d8/19–20)
Base Atk +9; **Grp** +11
Atk Options favored enemy humans +4, favored enemy animals +2, kid gloves, painful strike +1d6
Ranger Spell Prepared (CL 2nd):
1st—*longstrider*

Abilities Str 14, Dex 14, Con 16, Int 8, Wis 12, Cha 10
SQ wild empathy +5 (+1 magical beasts)
Feats Dodge, Endurance^{B}, Improved Initiative, Iron Will, Two-Weapon Defense, Two-Weapon Fighting^{B}, Track^{B}, Urban Tracking
Skills Bluff +3, Climb +5, Diplomacy +3, Disguise +3, Gather Information +4, Handle Animal +8, Heal +2, Hide +8, Intimidate +4, Jump +5, Knowledge (local) +4, Listen +5, Move Silently +8, Open Lock +4, Search +3, Sense Motive +3, Spot +5, Use Rope +6
Possessions *+2 studded leather armor, +1 flaming whip,* masterwork light mace, heavy crossbow with 20 bolts

Organizations

Of the three broad categories of urban collectives to which PCs can belong, organizations are the most varied. Noble houses are limited by lineage and nature, while guilds are limited by the types of goods and services offered within the community. Organizations, on the other hand, can arise from, focus on, and work toward a myriad of different topics. They can exist and work publicly, or they can operate in secret, their very existence becoming mere rumor outside their ranks. Organizations play a vital role in the urban fantasy campaign, from the demonic cult threatening to despoil the city from within, to the adventuring company whose heroic deeds and exploits have become the talk of the town. Belonging to an organization might not carry the prestige that comes with garnering the patronage of a noble house, nor the financial windfall of advancing to the top of a powerful guild, but it can provide a far greater sense of belonging and accomplishment than either of the other two achievements could hope to offer.

MEMBERSHIP

Membership in organizations runs the gamut of possibilities. Some are easier to join than guilds, and others are more difficult to find (let alone join) than even the most discriminating noble house. Because of their comparatively narrow focus, the spectrum of organizations is vast, with an equally vast array of membership expectations and requirements.

JOINING AN ORGANIZATION

Generally speaking, joining an organization is the hardest part of being a member. Unlike guilds, which tend to maintain very high profiles, most organizations operate either quietly or in complete secrecy. For many prospective members, attracting an organization's attention is more important than actively petitioning for membership; some organizations induct new members only by invitation. How a given organization solicits or inducts new members depends on its precise nature. A political action committee with headquarters on the main thoroughfare is likely to draw new members off the street, whereas a secret society determined to overthrow the current government is in serious trouble if complete strangers can come calling about joining up.

As a rule, finding a point of contact for a particular organization requires a base DC 15 Gather Information or Knowledge (local) check. This check is modified by the nature of the organization sought: a fairly open organization, such as a political action group, might require only the base DC 15, whereas a truly secret society, such as a band of revolutionaries, might require a DC 25 check. Some organizations are so well hidden that the seeker must suss out clues through investigation and adventuring before even attempting the check (DC 30 or higher). As with guilds, a successful check reveals additional information about the organization, such as membership requirements, operating procedures, and so on.

Most organizations don't have the standardized class or skill requirements that guilds do. An organization's entry requirements depend on the nature of its work. Some require only oaths of loyalty or signatures on membership forms, while others demand proof of true loyalty or sacrifice, often in the form of blood (their own or another's), money, or magic items. Some organizations demand nothing from new members, preferring to let time determine just how worthwhile an individual is.

Although organizations don't generally gain the bulk of their operating capital from membership fees and dues, some still ask for money, either up front or on a regular basis. As a rule, if an organization requires an entrance fee of more than 25 gp from a new member, it does not demand any regular dues thereafter (though specific circumstances might demand financial contributions). If the organization does not require an entrance fee, but still wants to collect revenue from its members on a monthly basis (a rare occurrence), such dues generally don't exceed 5 gp per level.

BENEFITS OF MEMBERSHIP

Though each organization is unique, most organizations of a certain type have a standard set of benefits available to every member. As with guilds, these benefits vary, but the following information serves as a good default.

Most organizations of sufficient size have chapterhouses, which include barracks, stables, and a kitchen, guaranteeing members food and a safe place to sleep when they are in need. In the case of an organization without a chapterhouse, members are expected to host fellow members in need, either by paying for a room at a local inn or by offering their own abodes. They are not usually required to do so any more frequently than two nights per month.

Organizations are nothing if not active. Most have tasks to accomplish, for which they invariably rely on their members. When an organization asks a member to complete a task or go on a mission, it usually funds the effort fully, providing equipment and expenses its leaders deem sufficient for the task. The total value of this assistance never exceeds the normal amount owned by a 6th-level NPC (*DMG* 127) or an NPC of one level lower than the PCs' level, whichever is smaller. Most organizations expect their members to return equipment when the mission is concluded.

Fellow members of a given organization come to one another's assistance. The initial attitude of a fellow member is always one step closer to helpful than his normal starting attitude. Additionally, a character gains a +2 circumstance bonus on Diplomacy and Gather Information checks made when dealing with a fellow organization member.

Every member gains one contact specific to his organization when he first joins; furthermore, gaining additional contacts within his organization is easier than looking for contacts in other social circles. If a new would-be contact belongs to the character's organization, his or her starting attitude need only be friendly rather than helpful. In addition, a PC who belongs to an organization can maintain one extra contact (for a total of Cha bonus +1 instead of Cha bonus), provided the bonus contact is also a fellow member.

Particularly active members gain additional benefits, depending on the type of organization. As with guilds, these benefits require the PC to possess the Favored feat (page 61).

DRAWBACKS OF MEMBERSHIP

The primary drawback of most organizations is that they require a substantial investment of time and energy on the part of their members. Unlike guilds, which typically don't care what their members do so long as they pay their dues on time and don't cause trouble, organizations have a vested interest in their members' activities.

Like guilds, many organizations also have enemies among other city factions, including guilds, houses, and rival organizations. The starting attitude of any rival of the PC's organization is one step closer to hostile than normal, assuming the rival knows that the PC is somehow affiliated.

Organizations are less public about their activities than either guilds or houses, and few want their secrets to become common knowledge. Members are expected to uphold certain codes of conduct, which vary from group to group but almost always involve keeping quiet about the lives and affairs of fellow members. Those who betray such secrets are expelled from the organization—or worse. In some cases, select nonmembers (such as a trusted member's closest companions) might be allowed to learn of the member's allegiances, but such informality always requires special dispensation from a superior in the organization. Any problems arising from a companion's loose lips are the member's sole responsibility.

An individual who is expelled from an organization faces a number of different consequences, depending on the nature of both the expulsion and the organization. At a bare minimum, an ex-member immediately loses all benefits gained from membership in the organization, and from the Favored feat if applicable. If an individual was expelled for failing to serve the organization as expected, or due to the actions of a companion, all attitudes of organization members toward him return to normal. If the expulsion came about as a result of betrayal, the attitudes of organization members move one step closer to hostile than they would otherwise. Some organizations, particularly criminal groups and religious sects, enact sterner punishments for betrayal.

Expulsion from an organization is almost always permanent. Whereas a guild usually allows an ex-member to buy his way back in repeatedly (if at ever-increasing cost), most organizations won't readmit an expelled member for any price.

ORGANIZATION TYPES

Houses often depend on a feudal social structure, and guilds require financial activity, but organizations appear in just about every urban environment, no matter what the size or local flavor. They often arise from a particular event, situation, or cause, which is reflected in their names, behaviors, and beliefs. Below is a broad outline of the general types of organizations most commonly found in an urban D&D campaign.

Whereas potential guild members must possess at least one level in an associated class or a minimum of 4 ranks in an associated skill, organizations' entry requirements are more situation-specific. An organization that catalogs the identity and activities of every psionic soul in town might naturally refuse to consider a psionic character for admission; on the other hand, it might deem such a recruit a valuable source of information, or even a means of "fighting fire with fire." Common sense should guide decisions about which characters would be well received by a given organization. As with guilds, the Duties entry describes certain actions or concessions all members are expected to shoulder, while Favored Benefits lists the advantages a member gains for having the Favored feat for the organization in question. Each type of organization also includes a sample contact.

ARCANE ORGANIZATIONS

The typical arcane organization is dedicated to the acquisition of knowledge, and often to the study of a particular phenomenon or related group of phenomena. Some strive to understand creatures of a particular type or origin (such as fiends or aberrations), while others are devoted to discovering new or long-forgotten magical rites and artifacts. The various members of a given arcane guild (see page 87) might belong to a number of different arcane organizations, though few individuals claim membership in more than one. Passion, loyalty, and interest in the organization's charter topic are the main factors in acceptance. A largely unqualified member with a passion for the given topic could receive greater consideration than a qualified member with little interest in pursuing the group's goal.

Examples: The Arcane Order, the Circle of Eight, the Red Wizards of Thay.

Associated Classes: Adept, archivist (*Heroes of Horror*), bard, expert, monk, sorcerer, warlock (*Complete Arcane*), wizard.

Associated Skills: Decipher Script, Gather Information, Knowledge (any), Profession (scribe), Spellcraft, Use Magic Device.

Duties: Members are expected to seek out new information pertaining to the subject of their interest, and to present such data to the organization at large. Sometimes they are called upon to actively pursue important leads, though they might decline for sufficiently good reasons. In addition, members are expected to remain both loyal to the organization and objective in their pursuits; revealing confidential information to nonmembers is grounds for expulsion. Lastly, spellcasting members must provide copies of any spell to which the organization does not yet have access, and be available to cast various spells on the organization's behalf from time to time (no more than twice per month, and the organization offers compensation for all castings at half the going rate).

Favored Benefits: Members can draw on the vast stores of information amassed by their organization. A member can pick any one Knowledge skill associated with his organization. Any time she has unrestricted access to his organization's records, she receives a +2 insight bonus on checks using that Knowledge skill and a +1 insight bonus on Knowledge checks of any other variety.

Sample Contact: Divina Scuppernon (gnome bard 10). Divina is fascinated by legendary people and items, and will cast *legend lore* for free if the material component is paid for up front or provided. Once per month.

CRIMINAL ORGANIZATIONS

Criminal organizations are some of the urban jungle's most common groups. Every group from the lowliest band of cutpurses to the city's most powerful crime syndicate qualifies as an organization of this type. Criminal organizations clash with one another more often than with any other groups, and in the largest cities, the competition between such organizations can be literally cutthroat. Each criminal organization attracts members whose skills best suit the organization's needs; a gang of drug peddlers might benefit from the skills of a bard, while a cult of slavers might look for fighters and rangers.

Examples: Crime families, hired muscle, specific gangs.

Associated Classes: Barbarian, bard, fighter, warrior, ranger, rogue.

Associated Skills: Appraise, Bluff, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Hide, Intimidate, Move Silently, Open Lock, Sense Motive, Sleight of Hand, Tumble.

Duties: All members must keep the nature, activities, and identities of their fellow members a secret. Those who sell out their own can expect to be expelled at the very least—most likely facedown into the harbor. Most members act as "employees" in the organizational hierarchy, not policy-setters, and must clear any criminal activity of significant scope with their superior in advance. Members must pay 20% of the profits garnered in any criminal endeavors to their superiors.

Favored Benefits: The organization covers bail money, legal fees, court costs, and bribes relating to the arrest or trial of its most valued members. Depending on their relationship with the organization's superiors, members are expected to pay back 10% to 50% of all such costs incurred.

Sample Contact: "Alleycat Alice" (human bard 1/rogue 3). Alice will help a PC dispose of a body or otherwise clean up after an incident. Once every 3 months.

HEROIC ORGANIZATIONS

A heroic organization is usually devoted to a particular cause; examples include a special corps of veterans who serve their king in exile and an adventuring company that specializes in search-and-rescue missions. Some differ from adventurers guilds only in their size and selectiveness. Most heroic organizations are relatively small, especially those based in a particular city, and even the larger ones are more discriminating than most guilds. Skill or expertise alone rarely determines admittance: The most accomplished warrior in the city won't be admitted if his beliefs and goals run counter to those of the organization. Philosophy and experience play a much more important role in determining member acceptance. Some organizations require proof of experience (in game terms, a minimum class level), representing especially high standards or difficult challenges, while others actively seek out a wide variety of members who can meet any conceivable task.

Examples: Specific adventuring companies, vigilante groups, the Wings of Freedom.

Associated Classes: Any.

Associated Skills: Craft (any relevant), Diplomacy, Gather Information, Knowledge (arcana), Knowledge (dungeoneering), Knowledge (local), Profession (any relevant), Spellcraft, Spot, Survival, Use Rope.

Duties: Unlike adventurers guilds, heroic organizations require their members to come to the aid of other members in times of need. If such a call comes, and a member is within reasonable distance, he must make every effort to arrive and lend aid. In addition, all members must donate 20% of the value of all gold and magic items garnered from missions assigned or set up by the organization.

Favored Benefits: As a rule, most organizations will pay to have *identify* cast on magic items a number of times per month equal to the member's level. Depending on circumstances (such as the availability of spellcasters), this number can vary slightly.

Sample Contact: Baldric the Blade (human fighter, level 2 lower than the PC's). Baldric will accompany the character as a cohort on an important adventure. Once per year, but Baldric could choose (at the DM's discretion) to assist on additional adventures if the price is right.

POLITICAL ORGANIZATIONS

Political organizations wear a variety of faces, depending on the nature of the power centers in which they arise. In autocratic systems, they often work at street level, garnering support for change through grassroots movements, whereas democratic governments produce numerous independent groups, each dedicated to a different cause or mission. Given the close links between church and state in many fantasy campaigns, clerics, paladins, and monks comprise most of the adventuring members in these types of organizations. Regardless of the influence of the church, most political organizations have a few aristocrats on board as well.

Examples: Volunteer groups, special interest lobbyists, teamsters.

Associated Classes: Aristocrat, bard, cleric, expert, monk, paladin, wizard.

Associated Skills: Bluff, Diplomacy, Gather Information, Knowledge (history), Knowledge (local), Knowledge (nobility and royalty), Knowledge (religion), Perform, Profession (teamster), Sense Motive.

Duties: Political organizations are defined not only by their agendas but by their actions, so each member is required to put in a number of hours per month of service equal to her level × 2. Those who fail to meet this quota must provide a good reason for having done so, and must ensure that they will make up for lost time as soon as they can.

Favored Benefits: The organization pulls bureaucratic strings on behalf of favored members, reducing by 20% the cost of any fines or levies imposed by the government.

Sample Contact: Ser Rossart of Krae (elf aristocrat 1/expert 6). Rossart will provide free legal advice (and representation in court, if necessary) for a PC or one of his companions. Once per year.

RELIGIOUS ORGANIZATIONS

Religious organizations are more varied than any other. Members are unified by their particular faith, with divine spellcasters occupying top positions of authority and influence. Most such organizations are devoted to the worship, ideals, or hegemony of their religion, but some are in truth political organizations with a religious backing and agenda. A religious organization can be life-affirming to devout new members, a place where they finally can put their ideals to work. Other members (especially older ones) might be consumed with their roles, putting them at odds not only with other faiths, but with those of the same faith who stand outside their organization. Religious organizations favor those of obvious theological conviction, notably clerics and paladins, but accept anyone who wishes to serve.

Examples: Druid sects, fiend cults, palatine orders, subsects within specific churches.

Associated Classes: Archivist (*Heroes of Horror*), aristocrat, cleric, druid, favored soul (*Complete Divine*), monk, paladin, shugenja (*Complete Divine*), spirit shaman (*Complete Divine*).

Associated Skills: Bluff, Concentration, Decipher Script, Diplomacy, Knowledge (history), Knowledge (nature), Knowledge (nobility and royalty), Knowledge (religion), Perform.

Duties: The organization's deity or faith must come before everything else in the member's life, and if the organization calls upon its members to act, they must answer. Failure to do so can result in anything from fines to expulsion from the organization (or worse, especially in cults of evil deities).

Favored Benefits: The organization reduces the cost of spells cast by its members on behalf of other members by 10%.

Sample Contact: Prelate Dunsadine (human cleric 7). Dunsadine will cast one spell he knows for a PC or one of his companions if he is compensated for any material components. Once every 2 months.

URBAN SAVANT

> *"The unprepared city beckons to all manner of evil through its open gates. I am my city's preparation."*
>
> —Freilya Stormwind, black vigilant
> of the League of Eyes

The city has stood for centuries, weathering attacks of every kind—from wild animal incursions to rampaging hordes of raiders to infestations of monstrous vermin. And for most of that time, one secret society has defended it against all threats: the League of Eyes. Dedicated to the study of the creatures that prowl the urban jungle, the League of Eyes remains secretive (despite a long history of admiration from a grateful public), training and employing a corps of knowledgeable agents known as urban savants. The League would be of no use to the city were it not for these educated few, who devote their time to studying the city's traditional threats and watching for signs of renewed aggression from any source. Their vigilance and expertise have turned the tide of battle more than once in the past, and will undoubtedly do so again.

BECOMING AN URBAN SAVANT

An urban savant is a scholar at heart, with a voracious appetite for information. While those of an intellectual bent (particularly bards and wizards) are best suited to the role, urban savants also hail from the ranks of skill-heavy classes such as rangers and rogues. Knowledge-hungry experts constitute a substantial minority as well. To meet the Knowledge skill requirements, most others must either multiclass or wait until higher levels to become urban savants.

TABLE 3–4: THE URBAN SAVANT **HIT DIE: D6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+2	+2	Urban savvy (strengths)	+1 level of existing arcane spellcasting class
2nd	+1	+0	+3	+3	Urban empathy	+1 level of existing arcane spellcasting class
3rd	+1	+1	+3	+3	Continuing education +1	+1 level of existing arcane spellcasting class
4th	+2	+1	+4	+4	Urban savvy (weaknesses)	+1 level of existing arcane spellcasting class
5th	+2	+1	+4	+4	Eyes of the city (low-light vision)	+1 level of existing arcane spellcasting class
6th	+3	+2	+5	+5	Continuing education +2	+1 level of existing arcane spellcasting class
7th	+3	+2	+5	+5	Urban savvy (methods)	+1 level of existing arcane spellcasting class
8th	+4	+2	+6	+6	Eyes of the city (pierce deception)	+1 level of existing arcane spellcasting class
9th	+4	+3	+6	+6	Continuing education +3	+1 level of existing arcane spellcasting class
10th	+5	+3	+7	+7	Urban savvy (true nature)	—

Class Skills (6 + Int modifier per level): Balance, Bluff, Climb, Concentration, Decipher Script, Diplomacy, Gather Information, Hide, Knowledge (all skills, taken individually), Listen, Move Silently, Profession, Search, Sense Motive, Speak Language, Spellcraft, Spot, Tumble, Use Magic Device.

Entry Requirements

Skills: 8 ranks in any one, and 2 ranks in each of the other two, of the following skills: Knowledge (dungeoneering), Knowledge (local), and Knowledge (nature).

Feats: Favored (League of Eyes or a similar organization).

Special: Bardic knowledge class ability (at DM's discretion, can be replaced by Knowledge [history] 2 ranks).

Special: Must be a member in good standing of the League of Eyes or a similar organization.

CLASS FEATURES

An urban savant gains abilities derived from an ever-increasing knowledge of the urban environment and its traditional threats. At higher levels, she becomes almost mystically attuned to her surroundings, allowing her to perceive the true nature of her city's enemies and thus giving her power over them.

Weapon and Armor Proficiency: You gain no proficiency with any weapons or armor. You can cast arcane spells while wearing light armor without incurring the normal chance of spell failure, provided you are proficient with light armor. However, like any other arcane spellcaster, an urban savant wearing medium or heavy armor or using a shield incurs the normal chance of arcane spell failure if the spell in question has a somatic component.

Freilya Stormwind, an urban savant

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Spellcasting: At each level, you gain new spells per day (and spells known, if applicable) and an increase in caster level as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a member of that class would have gained. If you had more than one arcane spellcasting class before becoming an urban savant, you must decide to which class you will add each level for the purpose of determining spells per day, caster level, and spells known. If you had no levels in an arcane spellcasting class before acquiring the prestige class level, this class feature confers no advantage.

Urban Savvy: An urban savant is an expert on the local community. If something has been around for a while, you've likely either heard stories about it or had direct contact with it. You can draw upon this extensive familiarity to gain certain benefits against the following types of creatures: aberrations, animals, humanoids, monstrous humanoids, oozes, and vermin (all of which are commonly found within the urban environment). The DM can modify this list as needed, replacing any creature type here with any other type appropriate to the campaign, or adding new ones. The benefits conferred are detailed in the descriptions below. As you grow in experience, you unearth new uses for your growing urban knowledge.

Using this ability requires you to succeed on an appropriate DC 15 Knowledge check (see the Knowledge skill, *PH* 78), made as a move action. To draw upon this knowledge, you must be within 60 feet of a target and must be aware of its presence, though you need not have line of sight. You cannot take 10 or take 20 on this check, and it cannot be retried. Each successful check might affect a single target or all creatures of the same sort, depending on the circumstances. Your allies can benefit from your knowledge as well, provided you can communicate with them at the time you are using this ability. Each of the four varieties of urban knowledge can be invoked only once against any given target or group of like creatures.

Strengths: An urban savant first studies the power of the beings who have had an impact on the city in the past. With a successful Knowledge check, you learn the general combat capabilities of your target. Against humanoids, this check confers knowledge of the target's base attack bonus, Armor Class, and combat-related feats. (The DM is the final arbiter on what constitutes a combat-related feat; the list of fighter bonus feats is recommended as a starting point.) Against nonhumanoids, this check confers knowledge of all the above information plus any special attacks or options, which the DM should describe in brief. Note that the urban savant's *player* benefits from this knowledge as related, but obviously the *character* cannot relate the data to her allies verbatim. The player must roleplay any information he wishes his character to impart in the game.

Weaknesses: At 4th level, you can draw upon your urban knowledge to learn a foe's weakness in combat. Against humanoids, a successful Knowledge check reveals the target's Hit Dice, damage reduction (including the means to overcome it, if any), and saving throws. Against nonhumanoids, it imparts all of the above information plus any special weaknesses the foe might have. Again, the player must roleplay any information he wishes his character to impart within the game.

Methods: When you reach 7th level, your knowledge of your foes' methods helps direct your attacks more effectively. With a successful Knowledge check, you grant yourself and your allies a +1d6 bonus on weapon damage rolls against the target for 1 minute. If you succeed on the check by 10 or more, this bonus increases to +2d6. If you succeed by 20 or more, this bonus increases to +3d6.

True Nature: The culmination of an urban savant's studies is the ability to grasp the true nature of a target creature. When you attain 10th level, a successful Knowledge check grants you and all allies within 60 feet a mystic barrier that acts in all respects (including duration) as a *protection from chaos/evil/good/law* spell, granting a +2 deflection bonus to AC and a +2 resistance bonus on saves against its abilities. This protection functions regardless of the creature's true alignment (even if neutral), but its effects do not stack with any actual *protection* or *magic circle* spells in effect. Your caster level for the purpose of this ability is equal to your urban savant level. If you succeed on the check by 10 or more, the bonuses to AC and saves increase to +3. If you succeed by 20 or more, the bonuses increase to +4.

Urban Empathy (Ex): You can use your knowledge to improve the attitude of creatures you encounter in urban environments. This ability applies only to animals, humanoids, and monstrous humanoids (oozes and vermin being typically mindless). At the DM's discretion, this ability could work on certain aberrations as well, though most are too violent and unpredictable for such tactics.

You can choose to substitute the appropriate Knowledge check (local for humanoids or nature for animals and monstrous humanoids) in place of a Diplomacy check to influence the starting attitudes of those you encounter in cities. If the DM opts to allow use of this ability on aberrations, the substitution would be a Knowledge (dungeoneering) check. If you prefer, you can make the usual Diplomacy checks for humanoids and monstrous humanoids instead. Against animals, this ability functions like a druid's wild empathy class feature (*PH* 35), adding your urban savant level to the check, or you can attempt a Knowledge (nature) check if that is likely to produce a better result.

Continuing Education (Ex): At 3rd level, you gain a +1 insight bonus on Knowledge (dungeoneering), Knowledge (local), and Knowledge (nature) checks. You gain a similar bonus on all bardic knowledge checks. This bonus increases to +2 at 6th level and +3 at 9th level.

Eyes of the City (Ex): By the time you reach 5th level, your vision has surpassed that of other city-dwelling humans. You gain low-light vision, allowing you to see twice as far and as clearly as a human in starlight, moonlight, torchlight, and similarly shadowy conditions. If you already have low-light vision, your existing ability improves, allowing you to see three times as far as a normal human in conditions of shadowy illumination.

Pierce Deception: Upon reaching 8th level, you know intuitively how the city is supposed to look. While in an urban environment, you can try to see through the deception of any object or creature that might be disguising its true appearance. Make a DC 20 Knowledge (arcana) check. If the check succeeds, you know whether or not the target's true appearance has been clouded, but not by what means, nor what its true appearance might be. If the check succeeds by 10 or more, you know by what means the target's appearance has been altered (through use of the Disguise skill, magic, a natural shapechanging ability, or the like). If the deception is magical, you can attempt a Spellcraft check (DC 20 + spell level) to determine the spell used.

PLAYING AN URBAN SAVANT

Although you take great pride in your role as defender of your city, you have no illusions about your capabilities in melee combat. You work best when aiding and guiding the swords of others, not when attempting to swing your own. You are no stereotypical dusty scholar, but you know that your greatest asset is your brain, not your muscles.

You worked hard to be admitted into the distinguished League of Eyes, so you are loath to do anything that would violate the trust of the organization. You might enjoy the occasional glory that comes with assisting the watch in beating back some new threat, but knowing that you performed your duty means more than all the fame in the world.

Combat

In combat, you primarily support your fellow party members and do not engage in front-line heroics. If you were a bard before becoming an urban savant, your ability to aid your compatriots is especially powerful. Hang back with the spellcasters, if that's the party's strategy, and use your skills, abilities, and spells (if you have any) to bolster your allies and corrode their foes' defenses. If you began your career as a ranger or rogue, you can play a more direct role in combat—but prepare your allies first.

Advancement

Only a certain breed of individual enters the ranks of the urban savants. An invitation to join is difficult to obtain, even more so than one to enter the League of Eyes itself. You are primarily a scholar, but you must be willing to place yourself in direct danger. Even the most passionate and patriotic member of the League thinks twice about taking up this class.

Once you have started down the path of the savant, you should continue to invest a good portion of your skill points on Knowledge skills. Your learning is your primary advantage (even in combat), and the only means of advancing within your organization. If you are also a spellcaster, consider acquiring new divination spells to aid both you and your fellow members in the pursuit of your collective goals, and party-support spells to supplement your class abilities.

Resources

Although the League of Eyes is far from wealthy, it can lend some aid and resources. Since you are already favored within your organization, you can call on many contacts for assistance should the need arise. In addition, your organization fully funds any mission it assigns to you; such funding typically includes a cash stipend for food and other expenses.

URBAN SAVANTS IN THE WORLD

"If they truly want to help the city, I wonder why they need to remain so secretive. Don't you?"

—Lord Beaumond Richhierre,
second-tier magistrate

Integrating urban savants into an urban campaign is remarkably easy. Even in a game that has no League of Eyes, the class could represent a similar confederation dedicated to protecting the city. Even if no organization exists in a campaign to support it, the urban savant (with some adjustment) still functions admirably as a standalone prestige class.

Organization

Urban savants belong to the League of Eyes (or a similar organization) and occupy a special role within its ranks. Since its inception, the League has used an internal hierarchy based on title and color. A member who first joins the League is known as a watcher. These are the most numerous members in the organization, usually mid-level experts or low-level members of adventuring classes (often bards and wizards). When a League member has gained sufficient skill to qualify for the urban savant prestige class, her title changes to witness, whether she ultimately adopts the class or not. Witnesses are some of the most educated members in the League; only members of that rank can train others. The highest title within the League is monitor, which is bestowed on only the most influential and learned members of the organization.

A witness who joins the ranks of the urban savants acquires the title of vigilant. A vigilant who is later promoted to monitor—or, in rarer cases, a monitor who becomes a vigilant late in her career—can add the new title onto her existing one as an honorific, making her a "vigilant monitor."

Color, the second indicator of status within the organization, plays a similar role in differentiating members. The League's official colors are the same as those on the flag of the city the League protects: for example, vermilion, emerald, and black. Within the League, each color corresponds to a different area of expertise or focus for the member in question: vermilion for humanoids and monstrous humanoids, emerald for animals and vermin, and black for aberrations and oozes. Members choose the color that best suits them, creating titles such as "emerald witness" and "black vigilant." Vigilant monitors, however, are above such distinctions.

NPC Reactions

Most residents of the city in which an urban savant dwells react well to her (if they know of her affiliation), starting with a friendly attitude. Rivals and those with whom the League has clashed start with an unfriendly attitude. All others begin with an indifferent attitude.

These guidelines notwithstanding, few individuals have the opportunity to react to a PC urban savant specifically as a member of that class, because the League discourages public attention. Still, word gets around, and a savant who has regularly served with other city defenders soon develops a good reputation.

URBAN SAVANT LORE

Characters with ranks in Knowledge (arcana), Knowledge (history), or Knowledge (local) can research the League of Eyes and its urban savants to find out more about them. When a character makes a skill check, the following lore is revealed, including the information from lower DCs

DC 10: Rumors of a secret society called the League of Eyes have existed for years.

DC 15: The League is dedicated to the protection of the city and its people. It uses a specially trained type of scholar known as an urban savant to aid in its work.

DC 20: Urban savants are skilled and knowledgeable, trained to counter the city's traditional threats. They can turn a clumsy band of untrained warriors into an elite fighting machine by providing information and tactics to overcome specific opponents.

URBAN SAVANTS IN THE GAME

The League and its savants are easy to work into a campaign if the PCs have never been to their city before. If the party comes from that region, the League's secretive nature makes a fine excuse for the lack of prior knowledge. If the city hasn't faced wide-scale threats of the sort in which the League specializes, it stands to reason that the PCs wouldn't have encountered urban savants.

Players who enjoy playing knowledge- or skill-based characters are among the most likely to be drawn to the urban savant, as are those who appreciate the class's devotion to a just cause. Most of the savant's class abilities function in any surrounding, so players need not worry if the campaign sends their characters away from their home base.

Adaptation

Integrating the urban savant into a campaign is a simple matter of adjusting its tone or flavor. Instead of being associated with the League of Eyes, the class could just as easily be a part of a shadowy government organization or an extension of the city militia. The prestige class makes a good fit for any setting that includes cities.

Sample Encounter

Urban savants spend much of their time in research or private study, so most PCs encounter them either on patrol or attached to a group of soldiers dealing with an active threat. Perhaps the PCs have caught wind of the same creature or plot the savant is pursuing. Alternatively, they might first meet the savant in an unrelated context, without realizing to whom or what the NPC is connected.

EL 11: Freilya Stormwind is one of the most dedicated vigilants in the League of Eyes. After a particularly horrific encounter with an aberration in her youth, she dedicated herself to purging her home of all things vile and predatory. Recently, she caught the trail of an unnatural creature using the sewers to move around the city and hunt for prey. When the PCs encounter Freilya, she's sneaking around the sewer entrances in the poor quarter. If she is threatened or attacked, she attempts to flee and return with members of the Watch.

Freilya Stormwind **CR 11**

Female half-elf bard 5/urban savant 6
LN Medium humanoid (elf)
Init +2; **Senses** Listen +8, Spot +12; low-light vision
Languages Common, Draconic, Elven, Orc

AC 19, touch 14, flat-footed 17; Dodge (+2 Dex, +5 armor, +2 deflection)
hp 41 (11 HD)
Immune sleep
Fort +5, **Ref** +11, **Will** +10 (+2 against enchantments)

Speed 30 ft. (6 squares)
Melee *+1 short sword* +9/+4 (1d6+1/19–20)
Ranged light crossbow +8 (1d8/19–20)
Base Atk +6; **Grp** +6
Atk Options bardic music 5/day (*suggestion,* inspire competence, inspire courage +1, fascinate 2 targets, countersong), urban knowledge (strengths, weaknesses)
Special Actions bardic knowledge +7, urban empathy
Bard Spells Known (CL 11th):
4th (1/day)—*dimension door, hold monster* (DC 17), *legend lore*
3rd (4/day)—*charm monster* (DC 16), *dispel magic, see invisibility, speak with animals*
2nd (4/day)—*alter self, cat's grace, cure moderate wounds, invisibility*
1st (4/day)—*comprehend languages, disguise self, Tasha's hideous laughter* (DC 14), *unseen servant*
0 (3/day)—*daze* (DC 13), *detect magic, know direction, light, mage hand, read magic*

Abilities Str 10, Dex 14, Con 10, Int 14, Wis 12, Cha 16
SQ able to notice secret or concealed doors
Feats Dodge, Favored*, Great Fortitude, Weapon Finesse
*New feat described on page 61
Skills Balance +5, Bluff +7, Climb +4, Decipher Script +6, Diplomacy +11 (+13 in organization), Disable Device +6, Escape Artist +5, Gather Information +11 (+13 in organization), Hide +7, Jump +4, Knowledge (arcana) +7, Knowledge (dungeoneering) +14, Knowledge (local) +10, Knowledge (nature) +8, Listen +8, Move Silently +7, Open Lock +6, Perform +11 (oratory), Profession (scribe) +8, Search +6, Sense Motive +5, Spellcraft +6, Spot +12, Tumble +10
Possessions *+2 studded leather armor, +1 short sword,* light crossbow with 20 bolts, *gauntlets of ogre power, ring of protection +2, rope of climbing*

Churches

As much as many rulers and politicians might wish otherwise, the government is rarely the most powerful social force in the city. Religion moves and guides people with greater force and efficacy than any law, for in the eyes of the believer, no monarch, no governor, no magistrate is above the gods themselves.

Churches wield an enormous amount of power in many cities, though how effectively depends on both the church itself and the government that ostensibly rules it. A strong or despotic government might keep local churches small and weak; similarly, some churches are not inclined to interfere in political affairs. On the other hand, some churches dominate the government, either openly in a theocratic culture, or by manipulating it from behind the scenes. Most cities find a happy medium, with the government handling legal issues and the churches leading the community on social ones, but in less harmonious cities, political and even overt physical conflict might erupt between the two.

Against the strength of a united church, even the highest of nobles must bend

In this context, the term "church" does not refer to a specific house of worship or similar structure; such a place is, in D&D terms, a temple, a cathedral, or a shrine, depending on size and build. A church is a religious institution, a sociopolitical body in its own right. For instance, the Church of Pelor in a given city likely encompasses all the local temples and priests of Pelor.

JOINING A CHURCH

Being a member of a church actually has two very distinct meanings. Most individuals who choose to worship with others at a temple or shrine could be considered members of their church; for clarity, they are hereafter referred to as congregants. This status grants a worshiper a number of acquaintances and a social support group to whom she can turn in time of need, making her a part of a religious community. Congregants need perform only a few duties for their church, beyond following the tenets of the religion. They are encouraged to donate at least a small sum of money to the fold, or else devote a few hours a week in service to the temple. The precise amounts of money and time depend on the size of the church to which the temple belongs.

On a deeper level, one can become a formal member of a church by actually joining the institution. Most priests of a given god are part of that god's church, but the church's personnel is not limited to priests. Temple guards and holy warriors, researchers, bookkeepers, traveling friars, even temple groundskeepers can be official members of a church. Such individuals gain many more benefits and much higher status than the laypeople, but must also perform a great many duties in the name of their god and the church hierarchy.

While it's easy enough to become a congregant of a church, attaining formal membership is harder. One must be a recognized priest of the church's god—a task that involves more than merely possessing levels in cleric or a similar class—or else seek employment with the church directly. This process is handled much like approaching a guild for membership. It requires a DC 10 Gather Information or Knowledge (local) check to find the offices or temple of a high-ranking member of a public church. A secret sect might require a lengthy quest for clues, followed by a Gather Information or Knowledge (local) check with a DC of 25, 30, or even higher.

As with other organizations, those who desire membership in a church must either have levels of an appropriate class or 4 ranks in an appropriate skill. In the case of churches, the associated classes are always the same: cleric, favored soul (*Complete Arcane*), and paladin. Associated skills for each type of church are

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given in the sections below. An individual who aspires to membership must also be a follower of the church's god. In some instances, a church might make an exception to the above requirements if an individual has other useful abilities. The Church of Boccob, for instance, might permit a powerful sorcerer to join because of his magical abilities. Similarly, the churches of martial gods, such as Heironeous or Hextor, might permit fighters, hexblades, and warriors to join even if they lack the associated skills.

A great number of churches require that all their members follow the same behavioral strictures as their clerics—in game terms, that they be within one step of their deity in alignment. Some churches have additional restrictions, such as an oath of secrecy (possibly enforced through spells such as *mark of justice*), a ceremony of allegiance, a quest or activity to prove one's faith, and so forth.

Not everyone joins a church for the same reason. Some are true believers who simply wish to serve their god in whatever way they can. Others see the church as a source of employment; they are faithful enough, but act primarily for money, not devotion. Still others see it as an easier or greater path to power than a career in politics.

BENEFITS OF MEMBERSHIP

Congregants in a church gain a +1 bonus on Diplomacy and Gather Information checks involving other congregants and members of the same church. Other members of their specific temple—but not other temples of the same church—have a starting attitude one step closer to helpful than they would normally have (*PH* 72).

Higher-ranking members of the church, such as priests or other church employees, gain a +2 bonus on Diplomacy and Gather Information checks involving other members and congregants of the same church, and a +1 bonus on those checks involving worshipers of the same god who, for whatever reason, are not part of the local church. Additionally, so long as they remain members in good standing, they receive a 5% discount on any spells they hire other church members to cast. (This discount applies only to the cost of casting; the character must still provide the full value of any material components.) Upon becoming a formal member of the church, a character gains one new contact.

Finally, members (but not congregants) can acquire the Favored feat (see page 61).

Note that all skill benefits for church membership stack with any benefits granted by membership in a religious guild or organization. So, however, do the various duties—possibly leaving a character very little free time.

DRAWBACKS OF MEMBERSHIP

In the case of congregants, membership in a church requires little more than regular (or at least occasional) participation in temple services and holidays, and that the individual not blatantly and publicly violate any religious precepts. Congregants are encouraged to volunteer either their money or their time, but the amounts are extremely modest. A congregant might be exiled from her temple—and thus, the larger church—if she grossly violates any religious precepts, if she utterly refuses to donate even the smallest bit of money or time, or if she completely ceases attending services.

True members must devote a substantial amount of their time to performing church- and faith-related duties, often leaving them precious little time for anything else. Failure to perform these duties, or even the slightest hint of a member acting outside the precepts of the faith, can result in expulsion (or even execution, in the case of evil or extremist churches).

In addition, religious conflict is common in most D&D settings, and any member or congregant of a church might find herself a target for the enemies of her god.

CHURCH TYPES

Churches are, if anything, even harder to divide into functional types than noble houses. Individual temples (and the church as a whole) vary widely from culture to culture and city to city, let alone between deities. The Church of Pelor in Blackwall is different than the Church of Pelor in Four Winds, for example, and both of them are markedly different than the Church of Erythnul in either city.

The following entries categorize churches in extremely broad terms, breaking them down by overall size and level of importance in a given region. The benefits and

PRIEST OR CLERIC?

It's worth noting that not all priests must be clerics. A priest is defined as someone recognized by a church or temple as a religious leader, someone well versed in religious lore and capable of leading the faithful in prayer and services. Many priests are clerics or favored souls, of course. Others, however, are simply experts or other classes who are both faithful worshipers and scholars of the faith. This is particularly true in the EBERRON campaign setting, where clerics are actually in the minority among active priests, but applies in most other settings to a greater or lesser extent.

requirements are equally broad, and DMs are encouraged to personalize the material for their own campaigns.

The given examples include churches that often qualify for that category, not churches that always do. The Church of Pelor is dominant in many cities, but not all, and it might have a smaller presence in other areas as well. The lists of associated skills are intended as a guidelines, and should be expanded as appropriate. For example, the Church of Ehlonna might include Knowledge (nature) and Survival as associated skills, while the Church of Wee Jas probably includes Knowledge (arcana), and the Church of Yondalla might include Speak Language (Halfling). The "Duties" and "Favored Benefits" entries are also very general and broad in scope, and should serve primarily as a springboard for further development.

DOMINANT

A dominant church is a massive, powerful organization that might rival the local government in terms of authority. (In fact, in theocracies, the dominant church might also act as the local government.) It boasts numerous temples or shrines, often among the largest and wealthiest in the area. A dominant church claims a sizable portion of a city's population among its congregants. It is rare for a city to have more than one dominant church, and few have more than three or four.

A dominant church often encompasses a number of religious guilds and organizations, as well as several denominations (see Sect, below). It has vast resources at its disposal, and it might even be richer than the city in which it resides. It invariably holds some sway with the local government, with many congregants in high positions or serving as advisors to the local rulers.

Most dominant churches have reached far beyond the confines of any one particular community. Some boast cathedrals in every major city in the campaign world and a single center of power from which the highest priest, archbishop, pontiff, or prelate hands down dictates in the name of his deity.

Examples: Church of Pelor, Church of Kord.

Associated Skills: Diplomacy, Knowledge (history), Knowledge (nobility and royalty), Knowledge (religion), Knowledge (the planes), Spellcraft.

Duties: Congregants of a dominant church must either donate 10% of their income or volunteer 1 hour a week to aid in maintaining the church's temples and performing the faith's works in the city. Unsurprisingly, most individuals choose the latter option. True members of the church must spend at least 20 hours a week devoted to religious and administrative duties, which might range from leading services to standing guard over church property to working in the church library. A DC 25 Diplomacy check allows a PC to count time spent adventuring with his companions toward this requirement, if the adventure specifically advances the cause of the church or if the PC is willing to tithe 10% of all treasure he finds to the church.

Favored Benefits: A member of a dominant church gains a +1 bonus on Diplomacy and Intimidate checks involving anyone from the local government, major mercantile concerns such as guilds, or members of smaller churches in the city. Additionally, a member has access to the church's library and records. He can take 20 on any Knowledge (history) or Knowledge (religion) check after he has been actively engaged in research in the church library (reading books and speaking to other members), a process that takes 1d4+1 days for each check.

Sample Contact: Archbishop Calapri (expert 12). Calapri will officially sanction an adventure or quest, allowing the PCs to freely cross borders anywhere the church is dominant, and expanding the PCs' church-based Diplomacy and Intimidate bonuses to work in those areas as well. Once only.

INDEPENDENT

An independent church is a temple or association of temples that, due to lack of size, wealth, or political influence, is a less powerful entity than the dominant church of the region. Perhaps the deity is not widely worshiped in the city, and has only one temple—or at most a handful of them—to his name. The religion might be new to the city, and thus has not had time to expand, or it might face resistance from the entrenched churches. All too frequently, an independent church has failed to expand because it is oppressed, either by the local government or the dominant church. And sometimes, a church simply fails to catch on in a given population, or exists in a region where the dominant church holds so much of the population that the smaller faiths cannot compete.

Independent churches contain religious guilds and various sects, but not to the same extent as dominant ones. Both obscure gods and well-known but less popular ones make up the bulk of the independent faiths.

Examples: Church of St. Cuthbert, Church of Wee Jas.

Associated Skills: Diplomacy, Knowledge (history), Knowledge (local), Knowledge (religion), Knowledge (the planes), Spellcraft.

Duties: Congregants of an independent church are required to tithe 5% of their income, or volunteer 1 hour of their time per week. Formal members of the church must spend at least 20 hours a week devoted to religious and administrative duties. A successful DC 20 Diplomacy check allows a PC to count time spent adventuring with his companions toward this requirement, if the adventure specifically advances the cause of the church or if the PC is willing to tithe 10% of all treasure he finds to the church.

Favored Benefits: Members of independent churches make a concerted effort to aid one another. The discount for hiring a fellow member to cast a spell or perform a service is 10%, rather than the standard 5%. (Characters who abuse this privilege—taking advantage of it when not absolutely necessary—could find it stripped away from them at the DM's discretion.)

Sample Contact: Father Leopold (cleric 10). Leopold will cast *atonement* on a PC or one of his companions. Once only, but could be persuaded to do it a second time if the situation warrants.

CULT

A cult is a small organization made up of followers associated with the same faith. Cults are smaller than other churches, with little (if any) political or social power. In most instances, cults are devoted to obscure, unpopular, or even illegal entities. The most common example is a cult devoted to a vile deity or an archfiend, but cults might also be dedicated to foreign gods, or even gods of goodness and light in an evil culture. Also uncommon but not unheard of in major cities are bands of nature-worshipers, many of which qualify as cults. Cults might not have any true temples, relying instead on tiny shrines or altars tucked away in otherwise secular structures.

Many cults are secret organizations, and they look with suspicion on anyone who seeks them out.

Examples: Cult of Asmodeus, Cult of Tharizdun, druidic circle.

Associated Skills: Bluff, Knowledge (local), Knowledge (religion), Knowledge (arcana, or nature, or the planes, whichever is most appropriate), Spellcraft.

Duties: Congregants of a cult must spend at least 4 hours per week in worship and ceremonies. Formal members of the cult must spend at least 20 hours a week in service to it. A successful DC 20 Diplomacy check allows a PC to count time spent adventuring with his companions toward this requirement, if the adventure specifically advances the cause of the cult or if the PC is willing to tithe 10% of all treasure he finds to the cult.

Favored Benefits: Membership in this small, tightly knit group strengthens an individual's faith and determination. When accompanied by at least one other member of the cult, or when within the cult's shrines or holdings, a member receive a +1 bonus on Will saves made against spells cast by anyone not part of the cult.

Sample Contact: Jaraddis Jass (favored soul 9). Jaraddis will provide an outsider, by means of *lesser planar ally*, to aid the party (the PCs must pay half the fee demanded by the outsider). Once only.

SECT

A sect, in this context, is a subgroup or denomination of a larger church—usually either dominant or independent, though a few cults grow large enough to boast multiple denominations. It follows the same god and most of the same dictates as the larger church, but diverges in a few specific details. For instance, a group of Pelor's followers who view the sun god as a harsher deity who burns away weakness, and who focus on a neutral alignment and a "survival of the fittest" mentality would qualify as a sect.

How well a sect is accepted by its parent church or its sibling sects depends on the alignment and attitudes of everyone involved. If the offspring denomination follows very similar tenets, and if the two faiths are of a similar (and non-evil) alignment, the parent church likely allows the sect to operate relatively unmolested. It might pass a few regulations restricting some of its activities, but for the most part—so long as it does not embarrass or damage the larger church and continues to follow its laws—a sect can function as it likes. If a sect strongly diverges from the parent church, however, or if one or the other is of evil alignment, the larger church might try to eradicate the sect. This situation can result in the creation of various secret societies, a schism and civil war within the church, or even a complete separation (in which case the sect evolves into either an independent church or a cult).

Associated Skills: As the parent church, plus Bluff if the sect is secretive.

Duties: As the parent church, if the sect is open and accepted. In the case of a conflicted or secret sect, the member's duties are roughly equivalent to those of an independent church, and the member must keep details of the sect's activities secret.

Favored Benefits: As the parent church, if the sect is open and accepted. In the case of a conflicted or secret sect, members swiftly learn techniques for keeping their affiliation secret. The character gains a +1 bonus on Bluff checks when dealing with matters of religious affiliation. Additionally, he can make use of the Deceptive Spell feat (see page 60) once per day, without the associated increase in spell slot, even if he does not possess that feat. This ability can be applied only to domain spells or to spells that, for reasons of alignment, could not be cast by members of the parent church.

Sample Contact: Sister Tabuela (cleric 9). Tabuela will cast *commune* on behalf of a PC. Once per year.

Illus. by D. Bircham

In an urban campaign, monsters might represent a minority of encounters. The characters must deal with NPC rivals and opponents, as well as political machinations, crime waves, natural disasters, and other hazards of city life. Monsters exist, certainly, but a wise group of urban adventurers must be prepared for a greater variety of challenges. Similarly, the Dungeon Master should be prepared to throw that variety of challenges at them.

Urban Events

Sometimes the biggest hassles of urban adventuring are not villains or monsters at all, but widespread events that turn the normal operation of the city on its ear. Any or all of these might serve as the basis for an adventure, or simply provide background flavor and extra challenges in an otherwise unrelated tale. PCs might be caught up in these events, hired to provide security, or asked to aid in evacuation. Alternatively, they might simply want to continue what they were doing and protect their own interests, letting the situation sort itself out.

PLANNED EVENTS

Observances, festivals, and other planned activities might impact the activities of at least a district, if not an entire city. The potential repercussions of such an event vary, but can include: barricaded roads, other roads and districts jammed with an abnormal number of people, closed shops and suspended services, and an increase in crime (pickpockets and cutpurses find it easier to work in crowds).

ARCANE TESTING

A local arcane guild, wizard school, or similar institution realizes that a particular magic experiment poses a potential danger to nearby citizens. Most organizations in a city try to avoid conducting experiments this hazardous, but magic is not always an exact science, and the danger can arise when it is too late to abort. In these instances, organizations might alert the city government to the anticipated time of the experiment's completion, allowing officials to evacuate nearby neighborhoods, or at least to post extra security and emergency personnel.

MERCHANT CARAVAN

The majority of incoming caravans are small and unimportant enough that they don't cause any particular impact on their surroundings. Occasionally, however, a caravan of such large size arrives that it disrupts the functioning of all neighborhoods between the gate and the caravan district or the marketplace.

MILITARY DRILL

The local militia or city watch occasionally runs drills and practices maneuvers, to ensure readiness in the event of invasion, monster attacks, social uprisings, and other disasters. Sometimes the military closes down portions of the city for these drills; at other times, it conducts the exercises in the midst of the populace.

PARADE OR NOBLE/ROYAL PROCESSION

To celebrate a holiday or great victory, a coronation or a wedding—or simply to be seen by the populace—many nobles and royals take part in massive processions that wind through city streets. These might consist solely of the noble, his retinue, and his guards, or they might be much larger parades, replete with musicians, jugglers and other performers, and perhaps even animals. Although many citizens love the spectacle of a procession, it completely disrupts business and daily life in those districts through which it passes.

RELIGIOUS FESTIVAL, MAJOR

A major religious festival is a citywide affair. Staged by a dominant church, or at least a large independent one, such a festival might involve religious processions, people taking the day off work for prayer or ceremony, large feasts, long lines for access to priests or temples, and perhaps even demonstrations of faith and divine magic. A major religious festival can shut down an entire city for a day, if the church holding it is sufficiently large.

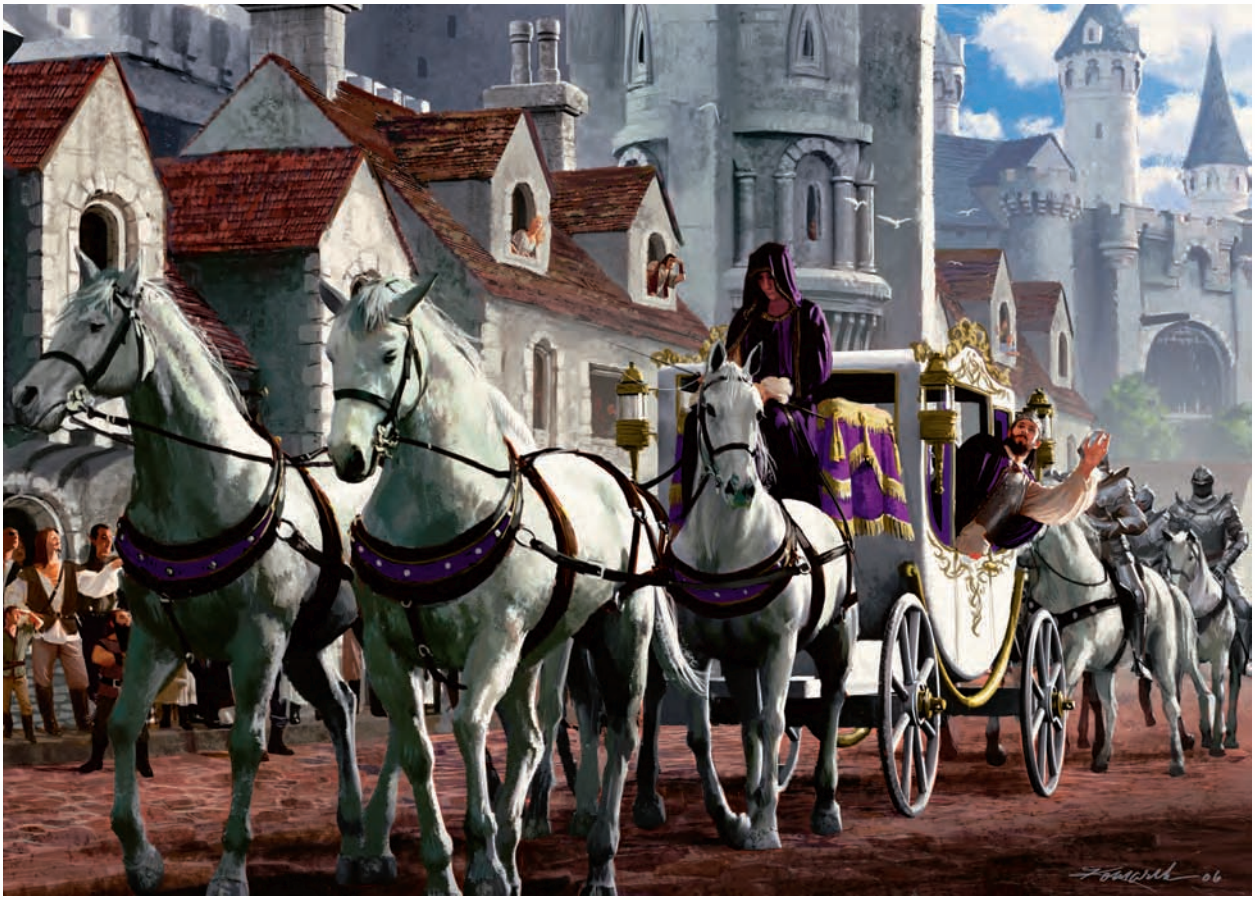
RELIGIOUS FESTIVAL, MINOR

A minor festival might contain all the trappings of a major one, but it isn't large enough to have a citywide impact. It might result in one or more districts shutting down, however.

REPAIR AND RECONSTRUCTION

In the wake of a disaster, city personnel and private workers move in to rebuild structures that have been damaged or destroyed. Even without a catastrophe

Illus. by M. Komarck



Activity in the city grinds to a halt when the king makes an appearance to create the situation, roads need replacement cobblestones, and buildings require upkeep and maintenance. A large repair crew might shut down an entire street or at least occupy enough space to impede both carriages and foot traffic.

SEASONAL BAZAAR OR FAIR

When certain products come into season, or merchants receive a large shipment of specific goods, the result might be a fair. The marketplace is bedecked with colorful decorations, and established merchants offer special deals to attract customers. Temporary vendors appear all over town, gathered into clusters of canvas lean-tos and small wooden booths that can cause massive traffic disruptions. Performers and street thieves alike flock to the area, taking advantage of the crowded conditions and influx of coin.

SECULAR OR STATE HOLIDAY

Minor secular holidays might simply result in shops closing as people take the day off to spend with their families. A major holiday, such as one that celebrates a great victory or the birth of a king, might include processions and festivals as large as those of major religious holidays, potentially shutting down the entire city.

STRIKE OR DEMONSTRATION

Guilds seeking better wages for their workers, or citizens concerned about particular governmental activities, might stage widespread demonstrations to make their point heard. Many evil and neutral governments do not permit such demonstrations, so these are possible only in certain cities. A planned demonstration has the tolerance, if not approval, of the city. Guards might be dispatched to provide security, ensuring that neither the protesters nor the passersby get out of hand. At the least, a strike shuts down certain shops and industries. A sufficiently large demonstration could make doing business—or even walking—impossible in certain districts.

DISASTERS AND UNPLANNED EVENTS

Natural disasters. Riots. Invasions. Plague. These are the events that test a city and its citizens to their limits. Possible repercussions include all those discussed for planned events, plus mass evacuations, citizens being drafted into city or military service, widespread death and destruction, quarantine, martial law, and even the overthrow of the government. Even if one does not appear to cause drastic changes at first, a disaster can have long-term economic impact as markets are disrupted or governments raise taxes to pay for repairs.

In many cultures these disasters are viewed not as random chance but as signs of the gods' displeasure. In the face of a particularly large disaster, this belief often turns either to despair, or to violence against one more groups of people whom the citizens believe have offended the gods. Some governments and churches deliberately point angry citizens toward scapegoats in order to take the pressure off their organizations.

ARCANE DISASTER

Not even the greatest arcanists can always predict when their magic might go awry. A golem could escape control, or an outsider free itself from a summoning circle. A magic item might be tainted, creating a curse that could impact the surrounding area. Whatever the case, arcane disasters can cause damage that is not only substantial but incredibly bizarre. Consider, for example, the repercussions of arcane pollution (see page 32) that affects everyone in a neighborhood with a *baleful polymorph* effect.

DROUGHT, FAMINE, OR SHORTAGE

A number of events, from an unusually hot summer or cold winter, to horrific storms somewhere else on the continent, to war, can cause shortages. If the city runs low on important but nonvital goods—perhaps wood for new construction or metal for the creation of tools and weapons—the shortage results in an upsurge in prices, the closing of major shops or institutions, a rise in crime and unemployment, and demonstrations as citizens demand action from the government. A famine, drought, or other shortage in vital goods not only causes the above, but also causes evacuations and often erupts into riots and violence as citizens, driven by fear and desperation, battle one another over the few remaining supplies. Drought and famine also lead to widespread death, not only from hunger and thirst, but also disease.

EARTHQUAKE

A small earthquake might cause nothing but property damage and some minor injuries, while a large one can level buildings and reduce entire districts to rubble, killing hundreds or thousands. Shortages and disease often follow in the wake of an earthquake, as does economic hardship when some vendors close down while others raise prices. Sewage systems cease functioning as their passages collapse. An earthquake might release monsters into the city or reveal new dungeons beneath it.

FIRE

As with earthquakes, fires can be anything from localized disasters to widespread catastrophes that raze entire districts. Fire is a particular danger in poorer

When an invasion strikes, the day-to-day aggravations of urban life suddenly don't seem so bad

Illus. by W. Mahy

cities or neighborhoods, where almost everything is built of wood. Some cities boast not only wells and fire brigades but also magical means of reining in a fire that has spread out of control, but many others cannot afford such protections.

INFESTATION

Something like an invasion (see below), an infestation in this context refers to the sudden arrival of a nonhumanoid threat. It might represent an abnormal number of rats pouring up from the sewers or the sudden appearance of a flock of gargoyles in the embassy district. An infestation frequently leads to combat, as the city guard or hired adventurers are dispatched to eliminate the problem. Before this occurs, however, the infestation causes panic, evacuations, and potentially the closing of shops as people refuse to leave their locked homes.

INVASION

Invasion is one of the greatest fears of many city dwellers. Cities build defensive walls and devise emergency escape and supply routes for use in case of an invasion, and some even arrange for magical protection. Invaders could take the form of a foreign army, a horde of orcs, or the soldiers of the king seeking to regain control of a city that has gotten out of control. Invasions often lead to many other problems: shortages, as the enemy cuts off the city from its supplies; fire, as the invaders lob burning arrows or pitch over the walls; and plague, as the dead rot in the streets. An enemy army with monstrous allies might launch both an invasion and an infestation at the same time.

PLAGUE

Plague is particularly common in poor cities, but it poses a threat everywhere. Cities without sewer systems (or with poor or dilapidated ones) expose their citizens to filth fever and other foul diseases. In the most impoverished districts of some cities, corpses are left to rot for hours or days before they are collected for burial. Plague is less of a threat in most D&D cities than it might have been historically, due to the ability of clerics and other classes to cure it, but an epidemic that spreads quickly might grow beyond the ability of the churches to contain it. Plagues inevitably cause panic, closures, and violence as people struggle for supplies or attempt to rid themselves of those whom they believe are spreading the pestilence.

RIOT

A riot involves a large number of people who have turned to violence. It could be random violence, directed against anyone and anything in the rioters' path, or it might be focused on a particular target, as the people attempt to overthrow a leader or lynch a prisoner. A riot is not considered a crowd of individuals, for game purposes, but rather as a number of mobs (see page 124). While it is possible to talk down a group of people who are working themselves up to a frenzied state, by the time they've reached the point of actually rioting, it's all but impossible to reason with them without the use of magic. Talking rioters into dispersing once they have reached the point of violence is essentially an epic-level task, first requiring that the rioters are able to hear you—something nigh impossible without the use of magic. Then you must succeed on a Diplomacy or Intimidate check (DC 40 + the number of mobs that make up the riot). A successful check causes one of the component mobs to disperse, plus one component mob for every 5 points by which you beat the DC. Most riots consist of two to four component mobs, but a citywide riot might consist of dozens.

A riot causes immense property damage as people smash windows, throw rocks, and otherwise vent their frustration on anything they can reach. Individuals might be swept up into the riot and either join it, adding to its numbers, or find themselves assaulted and beaten. Many city guards, knowing full well how dangerous riots can be, do not hesitate to use lethal force, and rioting is a capital offense in some cities.

STORM/FLOOD

A mighty storm is a great threat in a coastal or low-lying area, but an event to be feared anywhere. It can damage buildings and wash away entire neighborhoods. At the very least, a flood shuts down specific districts, making them impassible on foot and closing—if not damaging or destroying—all businesses located there. Spreading a warning about an oncoming storm or flood causes crowded streets and evacuations, supply shortages as people stock up, and even violence or riots if supplies run low. This is still preferable to flash floods, however, which can completely overwhelm a low-lying district in a matter of minutes.

STRIKE OR DEMONSTRATION, UNPLANNED

Not all strikes or demonstrations are cleared with the city ahead of time. In fact, in most cities, they often are not. This could be because the government frowns on or even forbids such demonstrations, or because the workers or guilds involved do not trust the city to let them move forward. An unplanned demonstration clogs up traffic and shuts down shops along its route, and frequently results in conflict with local law enforcement. Most demonstrations break up at this point, but if tempers are riding high, they sometimes degenerate into riots. Demonstrations, planned and unplanned, sometimes spark counterdemonstrations by citizens on the other side of an issue. Should these two forces clash, an escalation into violence is likely.

NPC Encounters

The majority of encounters in a city-based game are likely with NPCs, as opposed to blatantly monstrous foes. While the best NPCs—villains, allies, and the like—are tailor-made specifically for the campaign, it can be difficult to have premade characters ready for any and all occasions.

Presented below are statistics blocks for characters whom PCs are likely to encounter in a city, from guards to robbers, nobles to shopkeepers. Following those are four high-level villains easily who can be easily worked into a D&D city; you can use them as written, or tweak the details provided to generate foes more suited to your campaign. Finally, this section provides statistics for urban mobs.

CITY GUARDS/ STREET THUGS

City Guard Rookie CR 1/2

Male or female human warrior 1
LG, LN, LE, NG, or N Medium humanoid
Init +4; **Senses** Listen +2, Spot +2
Languages Common

AC 14, touch 10, flat-footed 14
(+4 armor)
hp 6 (1 HD)
Fort +3, **Ref** +0, **Will** +0

Speed 30 ft. (6 squares)
Melee halberd +2 (1d10+1/×3) or
Melee longsword +2 (1d8+1/19–20)
Ranged light crossbow +1 (1d8/19–20)
Base Atk +2; **Grp** +2

Abilities Str 13, Dex 10, Con 12, Int 10, Wis 10, Cha 8
Feats Alertness, Improved Initiative
Skills Climb +2, Intimidate +2, Jump +2, Listen +2, Ride +3, Spot +2
Possessions longsword, halberd, light crossbow, chain shirt, guard tabard

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Nonhuman Rookies: Remove 1 rank each from Climb, Intimidate, Jump, and Ride (changing the modifiers to Climb +1, Intimidate +1, Jump +1, Ride +2). Remove Improved Initiative (changing initiative modifier to +0).

City Guard Soldier CR 4

Male or female human warrior 5
LG, LN, LE, NG, or N Medium humanoid
Init +4; **Senses** Listen +3, Spot +3
Languages Common

AC 15, touch 10, flat-footed 15
(+5 armor)
hp 28 (5 HD)
Fort +5, **Ref** +1, **Will** +1

Speed 30 ft. (6 squares)
Melee *+1 halberd* +9 (1d10+4/×3) or
Melee mwk longsword +8 (1d8+2/19–20)
Ranged mwk light crossbow +6 (1d8/19–20)
Base Atk +5; **Grp** +7

Abilities Str 15, Dex 10, Con 12, Int 10, Wis 10, Cha 8
Feats Alertness, Improved Initiative, Weapon Focus (halberd)
Skills Climb +6, Intimidate +4, Jump +6, Listen +3, Ride +5, Spot +3
Possessions *+1 halberd,* masterwork longsword, masterwork light crossbow with 10 bolts, *+1 chain shirt,* guard tabard

Nonhuman Soldiers: Remove 2 ranks each from Climb, Intimidate, Jump, and Ride (changing the modifier to Climb +4, Intimidate +2, Jump +4, Ride +3). Remove Improved Initiative (changing initiative modifier to +0).

City Guard Veteran CR 9

Male or female human warrior 10
LG, LN, LE, NG, or N Medium humanoid (human)
Init +4; **Senses** Listen +4, Spot +4
Languages Common

AC 17, touch 11, flat-footed 17
(+6 armor, +1 deflection)
hp 55 (10 HD)
Fort +8, **Ref** +3, **Will** +3

Speed 30 ft. (6 squares)
Melee halberd +2 +15/+10 (1d10+5/×3) or
Melee mwk longsword +8 (1d8+2/19–20) or
Ranged mwk light crossbow +11 (1d8/19–20)
Base Atk +10; **Grp** +12

Abilities Str 14, Dex 10, Con 12, Int 10, Wis 10, Cha 10
Feats Alertness, Improved Initiative, Quick Draw, Run, Weapon Focus (halberd)
Skills Climb +9, Intimidate +7, Jump +9, Listen +4, Ride +7, Spot +4
Possessions *+2 halberd,* masterwork longsword, masterwork light crossbow with 10 bolts, *+2 chain shirt, ring of protection +1,* guard tabard

Nonhuman Veterans: Remove 3 ranks each from Climb, Intimidate, and Jump; remove 4 ranks from Ride (changing the modifiers to Climb +6, Intimidate +4, Jump +6, Ride +3). Remove Improved Initiative (changing initiative modifier to +0).

STREET THUGS

The above statistics blocks can be used for street thugs as well as city guards.
Alignment N, NE, CN, or CE.
Feats Replace Alertness with Power Attack, Quick Draw with Cleave, Run with Improved Bull Rush, and Weapon Focus (halberd) with Weapon Focus (greatclub)
Possessions Replace halberds with greatclubs. Remove guard tabards.

CRAFTSPEOPLE/ SHOP-OWNERS

Apprentice Craftsmaker CR 1/2

Male or female human expert 1
Any alignment Medium humanoid
Init +0; **Senses** Listen +0, Spot +0
Languages Common, Dwarven

AC 10, touch 10, flat-footed 10
hp 6 (1 HD)
Fort +3, **Ref** +0, **Will** +2

Speed 30 ft. (6 squares)
Melee club +0 (1d6)
Base Atk +0; **Grp** +0

Abilities Str 10, Dex 10, Con 10, Int 13, Wis 10, Cha 10
Feats Skill Focus (Craft [any two])
Skills Appraise +5, Craft (any two) +8, Craft (any one) +5, Diplomacy +4, Knowledge (local) +5, Knowledge (any one) +5, Sense Motive +4
Possessions club, appropriate artisan's tools, rented storefront

Nonhuman Apprentices: Remove 1 rank each from Diplomacy, Knowledge (local), Knowledge (any one), and Sense Motive (changing the modifiers to Diplomacy +3, Knowledge [local] +4, Knowledge [any one] +4, Sense Motive +3). Remove one of the Skill Focus feats, reducing one of the two higher Craft skills to +5.

Journeyman Craftsmaker CR 4

Male or female human expert 5
Any alignment Medium humanoid
Init +0; **Senses** Listen +0, Spot +0
Languages Common, Dwarven

AC 10, touch 10, flat-footed 10
hp 20 (5 HD)
Fort +1, **Ref** +1, **Will** +4

Speed 30 ft. (6 squares)
Melee club +3 (1d6)
Base Atk +3; **Grp** +3

Abilities Str 10, Dex 10, Con 10, Int 14, Wis 10, Cha 10
Feats Skill Focus (craft [any three])
Skills Appraise +10, Bluff +2, Craft (any three) +13, Diplomacy +10, Gather Information +2, Knowledge (local) +10, Knowledge (any one) +10, Sense Motive +8
Possessions club, appropriate artisan's tools, personally owned storefront

Nonhuman Journeymen: Remove 2 ranks each from Diplomacy, Knowledge (local), Knowledge (any one), and Sense Motive (changing the modifiers to Diplomacy +8, Knowledge [local] +8, Knowledge [any one] +8, Sense Motive +6). Remove one of the Skill Focus feats, reducing one of the Craft skills to +10.

Master Craftsmaker CR 9

Male or female human expert 10
Any alignment Medium humanoid
Init +0; **Senses** Listen +0, Spot +0
Languages Common, Dwarven

AC 10, touch 10, flat-footed 10
hp 37 (10 HD)
Fort +3, **Ref** +3, **Will** +7

Speed 30 ft. (6 squares)
Melee club +7/+2 (1d6)
Base Atk +7; **Grp** +7

Abilities Str 10, Dex 10, Con 10, Int 15, Wis 10, Cha 10
Feats Skill Focus (Appraise), Skill Focus (Craft [any three]), Skill Focus (Diplomacy)
Skills Appraise 17, Bluff +12, Craft (any three) +18, Diplomacy +19, Disguise +0 (+2 to act in character), Gather Information +2, Intimidate +2, Knowledge (local) +14, Knowledge (any one) +14, Sense Motive +12
Possessions club, appropriate artisan's tools, successful storefront with attached warehouse

Nonhuman Masters: Remove 3 ranks each from Bluff, Knowledge (local), Knowledge (any one), and Sense Motive, and 1 rank from Diplomacy (changing the modifiers to Bluff

+9, Diplomacy +18, Knowledge [local] +13, Knowledge [any one] +13, Sense Motive +11). Remove Skill Focus (Appraise), reducing that skill modifier to +14.

HIRED GUARDS

ELITE RECRUIT CR 1

Male or female human fighter 1
Any lawful or neutral Medium humanoid
Init +4; **Senses** Listen +0, Spot +1
Languages Common

AC 15, touch 10, flat-footed 15
(+4 armor, +1 shield)
hp 11 (1 HD)
Fort +3, **Ref** +0, **Will** +0

Speed 20 ft. (4 squares)
Melee longsword +3 (1d8+1/19–20)
Ranged shortbow +1 (1d6/×3)
Base Atk +1; **Grp** +2

Abilities Str 13, Dex 10, Con 12, Int 10, Wis 10, Cha 8
Feats Improved Initiative, Quick Draw, Weapon Focus (longsword)
Skills Climb –2, Handle Animal +2, Intimidate +2, Jump –2, Ride +2, Spot +1
Possessions longsword, light steel shield, scale mail, shortbow with 20 arrows

Nonhuman Recruits: Remove 1 rank each from Handle Animal, Intimidate, Jump, and Ride (changing the modifiers to +1 for each). Remove the Quick Draw feat.

ELITE SOLDIER CR 5

Male or female human fighter 5
Any lawful or neutral Medium humanoid
Init +4; **Senses** Listen +0, Spot +2
Languages Common

AC 16, touch 10, flat-footed 16
(+5 armor, +1 shield)
hp 37 (5 HD)
Fort +5, **Ref** +1, **Will** +1

Speed 20 ft. (4 squares)
Melee *+1 longsword* +9 (1d8+5/19–20)
Ranged shortbow +5 (1d6/×3)
Base Atk +5; **Grp** +7

Abilities Str 14, Dex 10, Con 12, Int 10, Wis 10, Cha 8
Feats Improved Initiative, Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword)
Skills Climb +2, Handle Animal +4, Intimidate +4, Jump +2, Ride +4, Spot +2
Possessions *+1 longsword,* small steel shield, *+1 scale mail,* shortbow with 20 arrows

Nonhuman Soldiers: Remove 2 ranks each from Handle Animal, Intimidate, Jump, and Ride (changing the modifiers to +2 for each). Remove the Quick Draw feat.

ELITE VETERAN CR 10

Male or female human fighter 10
Any lawful or neutral Medium humanoid
Init +4; **Senses** Listen +0, Spot +3
Languages Common

AC 19, touch 11, flat-footed 19
(+6 armor, +2 shield, +1 deflection)
hp 69 (10 HD)
Fort +8, **Ref** +3, **Will** +3]

Speed 20 ft. (4 squares)
Melee *+2 longsword* +15/+10 (1d8+6/19–20)
Ranged mwk shortbow +11/+6 (1d6/×3)
Base Atk +10; **Grp** +12

Abilities Str 15, Dex 10, Con 12, Int 10, Wis 10, Cha 8
Feats Cleave, Dodge, Great Cleave, Greater Weapon Focus (longsword), Improved Initiative, Improved Sunder, Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Focus (shortbow), Weapon Specialization (longsword)
Skills Climb +5, Handle Animal +5, Intimidate +7, Jump +5, Ride +9, Spot +3
Possessions *+2 longsword, +1 small steel shield, +2 scale mail,* masterwork shortbow with 20 arrows, *ring of protection +1*

Nonhuman Veterans: Remove 3 ranks each from Handle Animal, Intimidate, and Jump, and 4 ranks from Ride (changing the modifiers to Handle Animal +2, Intimidate +4, Jump +2, Ride +4). Remove the Quick Draw feat.

NOBLES

YOUNG HEIR CR 1/2

Male or female human aristocrat 1
Any lawful or neutral Medium humanoid
Init +0; **Senses** Listen +0, Spot +0
Languages Common, Elven

AC 14, touch 10, flat-footed 14
(+4 armor)
hp 8 (1 HD)
Fort +0, **Ref** +0, **Will** +2

Speed 30 ft. (6 squares)
Melee rapier +1 (1d6/18–20)
Ranged shortbow +0 (1d6/×3)
Base Atk +0; **Grp** +0

Abilities Str 8, Dex 10, Con 10, Int 12, Wis 10, Cha 13
Feats Negotiator, Weapon Focus (rapier)
Skills Appraise +4, Bluff +4, Diplomacy +6, Gather Information +4, Intimidate +4, Knowledge (local) +4, Knowledge (nobility and royalty) +4, Sense Motive +5
Possessions rapier, chain shirt, shortbow with 20 arrows, signet of office

Nonhuman Heirs: Remove 1 rank each from Appraise, Gather Information, Knowledge (local), and Knowledge (nobility and royalty) (changing the modifiers to +3 for each). Remove the Weapon Focus (rapier) feat.

CITY POLITICIAN CR 4

Male or female human aristocrat 5
Any lawful or neutral Medium humanoid
Init +0; **Senses** Listen +0, Spot +0
Languages Common, Elven

AC 14, touch 10, flat-footed 14
(+4 armor)
hp 26 (5 HD)
Fort +1, **Ref** +1, **Will** +4

Speed 30 ft. (6 squares)
Melee rapier +4 (1d6/18–20)
Ranged shortbow +3 (1d6/×3)
Base Atk +3; **Grp** +3

Abilities Str 8, Dex 10, Con 10, Int 12, Wis 10, Cha 16
Feats Negotiator, Skill Focus (Diplomacy), Weapon Focus (rapier)
Skills Appraise +7, Bluff +9, Diplomacy +20, Disguise +3 (+5 to act in character), Gather Information +9, Intimidate +11, Knowledge (local) +7, Knowledge (nobility and royalty) +7, Sense Motive +8
Possessions rapier, chain shirt, shortbow with 20 arrows, signet of office, *cloak of Charisma +2*

Nonhuman Politicians: Remove 2 ranks each from Appraise, Gather Information, Knowledge (local), and Knowledge (nobility and royalty) (changing the modifiers to Appraise +5, Gather Information +7, Knowledge [local] +5, Knowledge [nobility and royalty] +5). Reduce Diplomacy to +18. Remove the Weapon Focus (rapier) feat.

CAREER STATESMAN CR 9

Male or female human aristocrat 10
Any lawful or neutral Medium humanoid
Init +0; **Senses** Listen +0, Spot +0
Languages Common, Elven

AC 14, touch 10, flat-footed 14 (+4 armor)
hp 26 (5 HD)
Fort +3, **Ref** +3, **Will** +7

Speed 30 ft. (6 squares)
Melee rapier +8/+3 (1d6/18–20)
Ranged shortbow +7 (1d6/×3)
Base Atk +7; **Grp** +7

Abilities Str 8, Dex 10, Con 10, Int 12, Wis 10, Cha 19
Feats Negotiator, Persuasive, Skill Focus (Diplomacy), Skill Focus (Sense Motive), Weapon Focus (rapier)
Skills Appraise +7, Bluff +16, Diplomacy +25, Disguise +3 (+5 to act in character), Gather Information +14, Intimidate +18, Knowledge (local) +7, Knowledge (nobility and royalty) +12, Sense Motive +16]
Possessions rapier, chain shirt, shortbow with 20 arrows, signet of office, *cloak of Charisma +4*

Nonhuman Statesmen: Remove 2 ranks each from Appraise, Gather Information, Intimidate, Knowledge (local), and Knowledge (nobility and royalty), and 3 ranks from Sense Motive (changing the modifiers to Appraise +5, Gather Information +12, Intimidate +16, Knowledge [local] +5, Knowledge [nobility and royalty) +10, Sense Motive +13). Remove the Weapon Focus (rapier) feat.

Illus. by E. Widermann

SECRET CULTISTS

CULT INITIATE CR 1/2

Male or female human adept 1
Any alignment (but rarely good) Medium humanoid
Init 0; **Senses** Listen +1, Spot +1
Languages Common

AC 10, touch 10, flat-footed 10; Dodge
hp 4 (1 HD)
Fort +0, **Ref** +0, **Will** +5

Speed 30 ft. (6 squares)
Melee club +0 (1d6)
Ranged dart +0 (1d4)
Base Atk +0; **Grp** +0
Combat Gear club, darts
Adept Spells Prepared (CL 1st):
1st—*command* (DC 12), *sleep* (DC 12)
0—*detect magic, ghost sound* (DC 11), *touch of fatigue* (+0 melee touch, DC 11)

Abilities Str 10, Dex 10, Con 10, Int 10, Wis 13, Cha 10
Feats Dodge, Iron Will
Skills Concentration +3, Knowledge (local) +3, Knowledge (religion) +3, Spellcraft +3
Possessions club, 5 darts, holy symbol, *elixir of hiding, elixir of sneaking, potion of cure moderate wounds*

Nonhuman Cult Initiates: Remove all ranks in Knowledge (local); remove 1 rank from Concentration (changing the modifier to +2). Remove Iron Will (changing Will save to +3).

CULT MEMBER CR 4

Male or female human adept 5
Any alignment (but rarely good) Medium humanoid
Init 0; **Senses** Listen +3, Spot +3
Languages Common, empathic link

AC 10, touch 10, flat-footed 10; Dodge
hp 18 (5 HD)
Fort +1, **Ref** +1, **Will** +9

Speed 30 ft. (6 squares)
Melee club +2 (1d6)
Ranged dart +2 (1d4)
Base Atk +2; **Grp** +2
Adept Spells Prepared (CL 5th):
2nd—*invisibility, scorching ray* (+2 ranged touch)

A cultist leads her flock in prayer

1st—*command* (DC 14), *cure light wounds, sleep* (DC 14)
0—*detect magic, ghost sound* (DC 13), *touch of fatigue* (+0 melee touch, DC 13)

Abilities Str 10, Dex 10, Con 10, Int 10, Wis 16, Cha 10
SQ familiar, share spells
Feats Alertness^{B} (if familiar within 5 ft.; modifiers not included in skills, below), Deceptive Spell*, Dodge, Iron Will
Skills Appraise +3, Concentration +6, Gather Information +2, Knowledge (local) +6, Knowledge (religion) +6, Spellcraft +6
Possessions club, 5 darts, holy symbol, *periapt of Wisdom +2, potion of cure moderate wounds*

Nonhuman Cult Members: Remove all ranks in Knowledge (local); remove 1 rank from Concentration, changing the modifier to +5. Remove Iron Will (changing Will save to +7).

CULT LEADER CR 9

Male or female human adept 10
Any alignment (but rarely good) Medium humanoid
Init 0; **Senses** Listen +3, Spot +3
Languages Common, empathic link

AC 14, touch 11, flat-footed 14; Dodge
(+3 armor, +1 deflection)
hp 35 (10 HD)
Fort +3, **Ref** +3, **Will** +12

Speed 30 ft. (6 squares)
Melee club +5 (1d6)
Ranged dart +5 (1d4)
Base Atk +5; **Grp** +5
Adept Spells Prepared (CL 10th):
3rd—*bestow curse* (DC 16), *lightning bolt* (DC 16)
2nd—*invisibility, scorching ray* (+2 ranged touch), *web*
1st—*command* (DC 14), *cure light wounds, protection from [appropriate alignment], sleep* (DC 14)
0—*detect magic, ghost sound* (DC 13), *touch of fatigue* (+0 melee touch, DC 13)

Abilities Str 10, Dex 10, Con 10, Int 10, Wis 16, Cha 11
SQ familiar, share spells
Feats Alertness^{B} (if familiar within 5 ft.; modifiers not included in skills, below), Deceptive Spell*, Dodge, Iron Will, Silent Spell, Still Spell
Skills Appraise +3, Concentration +10, Gather Information +2, Knowledge (local) +10, Knowledge (religion) +10, Spellcraft +9
Possessions club, 5 darts, holy symbol, *bracers of armor +3, ring of protection +1, periapt of Wisdom +2, potion of cure moderate wounds*

Nonhuman Cult Leaders: Remove all ranks in Knowledge (local); remove 1 rank from each of the other skills (changing the modifiers to Concentration +9, Knowledge [religion] +9, Spellcraft +8). Remove Iron Will (changing Will save to +10).

Note: While cult members and leaders are capable of calling familiars, most choose not to. Being seen communing with an animal could give away their mystical abilities or cult affiliation.

THIEVES

SNEAK THIEF CR 1

Male or female human rogue 1
N, NE, CN, or CE Medium humanoid
Init +5; **Senses** Listen +2, Spot +2
Languages Common, Halfling

AC 13, touch 11, flat-footed 12
(+1 Dex, +2 armor)
hp 6 (1 HD)
Fort +0, **Ref** +3, **Will** +0

Speed 30 ft. (6 squares)
Melee short sword +0 (1d6/19–20)
Ranged light crossbow +1 (1d8/19–20)
Base Atk +0; **Grp** +0
Atk Options sneak attack +1d6

Abilities Str 10, Dex 13, Con 10, Int 12, Wis 10, Cha 8
SQ trapfinding
Feats Improved Initiative, Stealthy
Skills Appraise +3, Balance +3, Bluff +1, Climb +2, Disable Device +3, Escape Artist +3, Forgery +3, Gather Information +1, Hide +5, Intimidate +1, Jump +2, Knowledge (local) +3, Listen +2, Move Silently +5, Open Lock +3, Search +3, Sense Motive +2, Sleight of Hand +3, Spot +2, Tumble +3.
Possessions short sword, light crossbow with 20 bolts, leather armor, thieves' tools

Nonhuman Sneak Thief: Remove all ranks in Appraise and Sleight of Hand (changing the modifier to Appraise +1, because of Intelligence; Sleight of Hand becomes unusable because the character is untrained in it). Remove Improved Initiative (changing Initiative modifier to +1).

BURGLAR CR 5

Male or female human rogue 5
N, NE, CN, or CE Medium humanoid
Init +7; **Senses** Listen +4, Spot +4
Languages Common, Halfling

AC 15, touch 13, flat-footed 12; uncanny dodge
(+3 Dex, +2 armor)
hp 20 (5 HD)
Resist evasion
Fort +1, **Ref** +7, **Will** +1

Speed 30 ft. (6 squares)
Melee short sword +6 (1d6/19–20)
Ranged light crossbow +6 (1d8/19–20)
Base Atk +3; **Grp** +0
Atk Options sneak attack +3d6
Abilities Str 10, Dex 16, Con 10, Int 12, Wis 10, Cha 8
SQ trapfinding, trap sense +1
Feats Improved Initiative, Stealthy, Weapon Finesse
Skills Appraise +5, Balance +7, Bluff +3, Climb +4, Disable Device +5, Escape Artist +7, Forgery +5, Gather Information +3, Hide +9, Intimidate +3, Jump +4, Knowledge (local) +5, Listen +4, Move Silently +9, Open Lock +7, Search +5, Sense Motive +4, Sleight of Hand +7, Spot +4, Tumble +7.
Possessions short sword, light crossbow with 20 bolts, leather armor, *gloves of Dexterity +2,* thieves' tools

Nonhuman Burglar: Remove all ranks in Appraise and Sleight of Hand (changing the modifier to Appraise +1, because of Intelligence; Sleight of Hand becomes unusable because the character is untrained in it). Remove Improved Initiative (changing initiative modifier to +3).

MASTER THIEF CR 10

Male or female human rogue 10
N, NE, CN, or CE Medium humanoid
Init +6; **Senses** Listen +6, Spot +6
Languages Common, Halfling

AC 19, touch 13, flat-footed 16; Dodge, uncanny dodge, improved uncanny dodge
(+3 Dex, +6 armor)
hp 38 (10 HD)
Resist evasion, improved evasion
Fort +3, **Ref** +10, **Will** +3

Speed 30 ft. (6 squares)
Melee mwk short sword +10/+5 (1d6/19–20)
Ranged mwk light crossbow +10 (1d8/19–20)
Base Atk +7; **Grp** +0
Atk Options sneak attack +5d6

Abilities Str 10, Dex 17, Con 10, Int 12, Wis 10, Cha 8
SQ trapfinding, trap sense +2
Feats Dodge, Improved Initiative, Quick Draw, Stealthy, Weapon Finesse
Skills Appraise +7, Balance +11, Bluff +5, Climb +7, Diplomacy +3, Disable Device +8, Escape Artist +10, Forgery +7, Gather Information +7, Hide +12, Intimidate +7, Jump +9, Knowledge (local) +7, Listen +6, Move Silently +12, Open Lock +12, Search +8, Sense Motive +6, Sleight of Hand +12, Spot +6, Tumble +12, Use Rope +3 (+5 with bindings).
Possessions masterwork short sword, masterwork light crossbow with 20 bolts, *+3 studded leather armor, gloves of dexterity +2,* masterwork thieves' tools

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Nonhuman Master Thief: Remove all ranks in Appraise and Sleight of Hand (changing the modifier to Appraise +1, because of Intelligence; Sleight of Hand becomes unusable because the character is untrained in it). Remove Quick Draw.

VILLAINS

It's always more memorable to pit the group against a recurring villain, with goals and a personality, than for them to face "nameless opponent number 47." Presented here are four mid- to high-level villains, ready for insertion into almost any campaign.

CLYRRIK THE HALT

The tale of Clyrrik the Halt is the sad story of a dream destroyed. Before he became the infamous head-hunter he is today, Clyrrik was an honorable, if not particularly prosperous, tradesman. The city's bustling merchant quarter allowed even nonhumans to ply their wares and trades in the open, and Clyrrik's humble storefront was a testament to the freedom of the human-dominated marketplace. At least, it was for a time.

When Clyrrik's talent and dedication as a weaponsmith began to bear fruit, he fast became the talk of the quarter (at least among those who paid attention to weapons and weapon-makers, which was almost everybody). His facility with worked stone and metal far outstripped that of any local human weaponsmith, and his near tireless commitment to his work resulted in long hours at the forge, which resulted in turn in his being able to produce more than other operations of equivalent size. In spite of (or perhaps because of) refusing to undercut the other merchants on price, his little business boomed, and before long he was the pride of the city's small but active dwarf community. Clyrrik was far from the first dwarf skilled with hammer and anvil to ever set up shop, but something about his work stood out, and people came from all over the city to see it.

The rise of a humble entrepreneur from among the ranks of the dwarf community was precisely what many in the human-dominated Merchants Guild needed to finally make their move. Clyrrik became the rallying cry for locals (predominantly humans) who thought that the immigrant races had long been stealing jobs and revenue from the human community. Within a few weeks, motions were passed, steps were taken, and new laws and taxes were put into effect, the upshot of which was the strangling of all nonhuman commerce in the quarter. And when the dwarves rallied around their local hero, as the humans knew they would, the result was a cruel backlash, during which several dwarves lost their lives and dozens more their homes and jobs. Cyrrik's establishment was burned to the ground, his entire stock either melted or stolen.

For the remaining dwarves, there was no recourse but to accept the role into which they had been pressed. They had tried, and they had failed. Justice had failed. After he had lost all there was to lose, Clyrrik disappeared. Many believed he packed up shop and left the city in pursuit of more hospitable climes elsewhere. And in time, he and the events surrounding his life were forgotten by all but a few. In truth, Clyrrik never left the city that had betrayed him so thoroughly. Indeed, he dove even deeper in, moving through the darkest places of the city, hiding his identity—and his rage—beneath a hood and, eventually, a reputation. Today Clyrrik, known as a "halt" (a cold-hearted bounty hunter), is one of the most feared figures in the city. He specializes in taking money from humans to track down (and often kill) other humans. If he is specifically instructed to bring his target back alive, he consents, but should his quarry make so much as one false move on the return journey, Clyrrik returns with only the severed head. The few humans who have survived being hunted down by Clyrrik flatly refuse to speak of the experience.

Clyrrik the Halt is fairly unassuming, even for a dwarf. He stands just over four feet tall, and despite weighing well over 200 pounds, appears neither obese nor overly muscular. The best word to describe his build is dense, since he is the perfect combination of muscle, tone, and size for his frame. Although he endeavors to ensure that it's rarely seen with any clarity, his face is beaten and weathered, and in sufficient light reveals a weariness many would find surprising. He keeps his mop of wiry hair—russet brown, but beginning to fade to gray—beneath his cloak's hood, but not tied back. Clyrrik prefers it to fall around his face, thereby concealing his features even more.

CLYRRIK THE HALT CR 8

Male dwarf expert 3/rogue 1/ranger (urban) 4*
*Urban ranger variant described in *Unearthed Arcana*
NE Medium humanoid
Init +3; **Senses** darkvision 60 ft.; Listen +4, Spot +6
Languages Common, Dwarven

AC 19, touch 13, flat-footed 16; +4 AC against giants, Dodge, Two-Weapon Defense
(+3 Dex, +4 armor, +1 shield, +1 natural)
hp 59 (8 HD)
Fort +9 (+11 against poison), **Ref** +10, **Will** +4; +2 on saves against spells and spell-like effects

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Speed 20 ft. (4 squares)
Melee *+1 battleaxe* +8/+3 (1d8+4/×3) and throwing axe +7 (1d6+1) or
Melee *+1 battleaxe* +10/+5 (1d8+4/×3)
Ranged light crossbow +9 (1d8/19–20)
Base Atk +6; **Grp** +9
Atk Options Power Attack, +1 on attacks against orcs and goblinoids, favored enemy humans +2, sneak attack +1d6
Ranger Spell Prepared (CL 4th):
1st—*spider climb*

Abilities Str 16, Dex 16, Con 16, Int 10, Wis 14, Cha 6
SQ animal companion, link with companion, share spells, stability (+4 against bull rush and trip), stonecunning (*PH* 15), wild empathy +0 (–4 magical beasts)
Feats Dodge, Endurance^{B}, Power Attack, Two-Weapon Defense, Two-Weapon Fighting^{B}, Urban Tracking^{B}
Skills Appraise +2 (+4 with stone and metal), Craft (trapmaking) +4 (+6 with stone and metal), Craft (weaponsmithing) +7 (+9 with stone and metal), Disable Device +6, Gather Information +8, Hide +11, Knowledge (local) +6, Listen +4, Move Silently +8, Open Lock +7, Search +4, Spot +6, Sense Motive +5, Tumble +8
Possessions *+1 studded leather, +1 battleaxe,* 2 throwing axes, light crossbow with 50 bolts and 1 *sleep* bolt, *amulet of natural armor +1, gloves of Dexterity +2,* masterwork thieves' tools

"SEER," DIRE RAT ANIMAL COMPANION CR —

NE Small magical beast (augmented animal)
Init +2; **Senses** low-light vision, scent; Listen +4, Spot +4

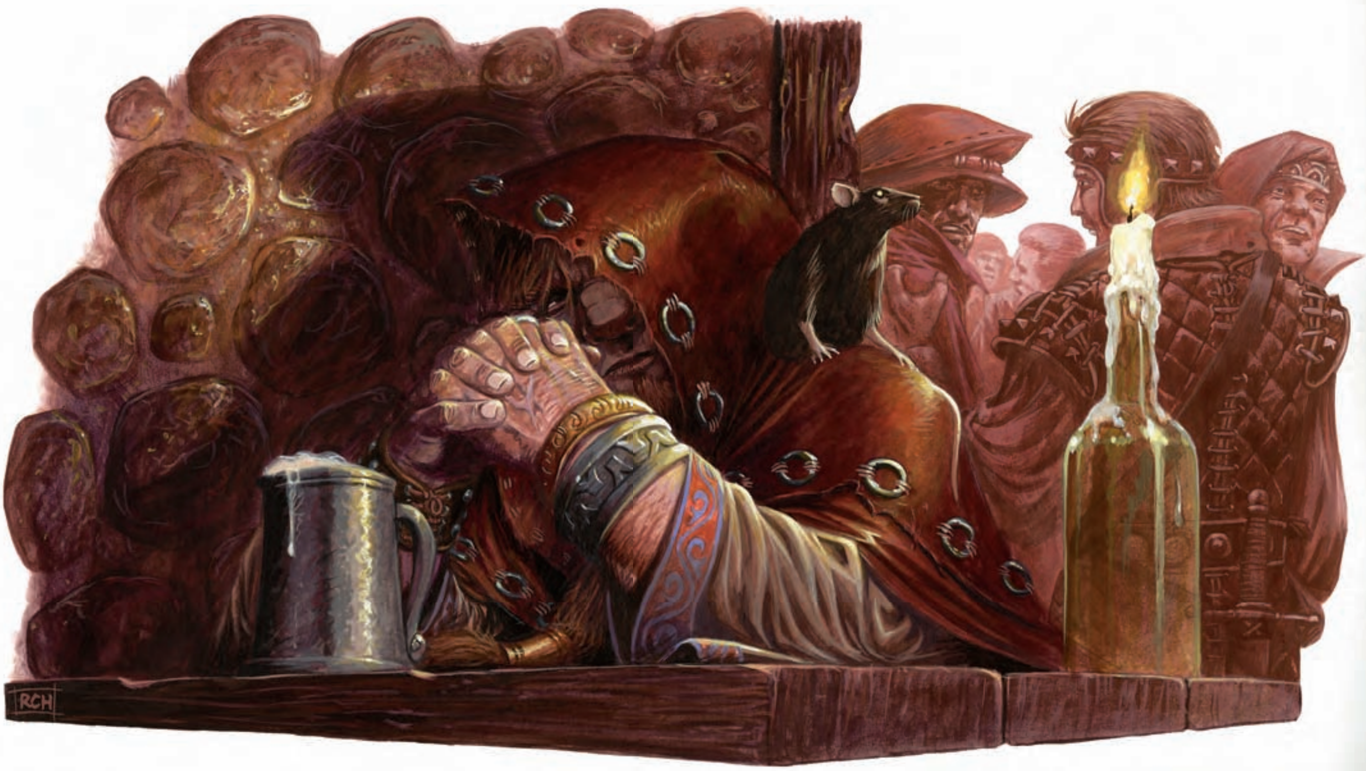
AC 15, touch 14, flat-footed 12
(+1 size, +3 Dex, +1 natural)
hp 5 (1 HD)
Fort +3, **Ref** +5, **Will** +3

Speed 40 ft. (8 squares), climb 20 ft.
Melee bite +4 (1d4 plus disease)
Base Atk +0; **Grp** –4
Atk Options disease

Abilities Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4
SQ 1 bonus trick, link, share spells
Feats Alertness, Weapon Finesse^{B}
Skills Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11

Disease (Ex) Filth fever—bite, Fort DC 11 negates, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Illus. by R. Horsley



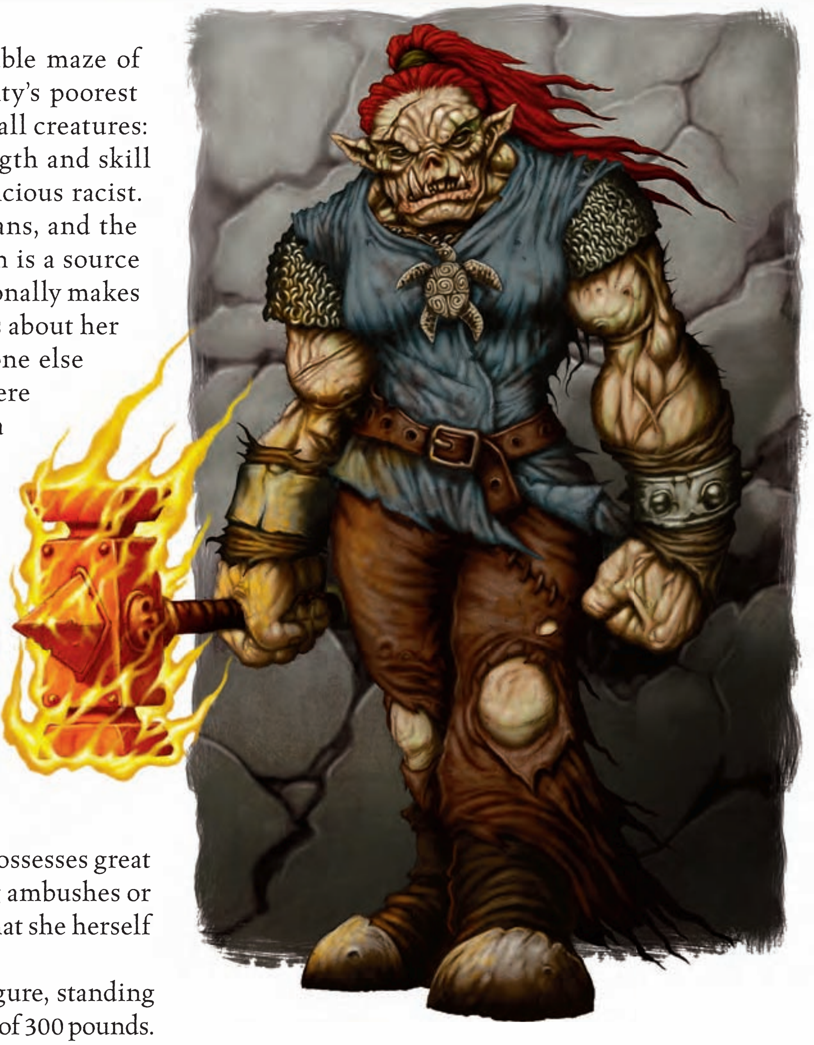
Clyrrik the Halt and his companion, "Seer"

DOUCRAL OF THE WEB

Doucral grew up in The Web, a veritable maze of alleys and decrepit buildings in the city's poorest shantytown. She is one of the worst of all creatures: a cruel, malicious bully with the strength and skill to back up her bravado. She is also a vicious racist. She despises all races other than humans, and the fact that she herself is only half human is a source of deep, burning shame. Doucral occasionally makes snide comments and self-effacing jokes about her half-blood nature, but woe betide anyone else who makes similar comments, since there is no faster way to send Doucral into a shrieking, bloody rage.

Doucral currently rules the Trapdoor Spiders, a gang of sneak-thieves, muggers, and muscle-for-hire. When not out on a paid job, Doucral and her cronies roam the streets of the poor districts, looking for victims to shake down and sometimes to kill. She is almost certain to target any nonhuman adventurers she sees, a fact that could easily bring her into conflict with the PCs. Despite her arrogance and average intelligence, however, Doucral possesses great cunning, and she is not above arranging ambushes or framing people she dislikes for crimes that she herself has committed.

Doucral of the Web is an enormous figure, standing almost 6-1/2 feet tall and weighing upward of 300 pounds. Her face and arms are corded with old scars, and her teeth are filthy and broken. Her skin looks tan; only close inspection reveals a faint tinge of orc-gray. Her hair is a shock of bright red, which she keeps tied back and preens over like a debutante.



Doucral of the Web,
leader of the Trapdoor Spiders

Illus. by D. Allsop

DOUCRAL OF THE WEB (RAGING) CR 12

Female half-orc barbarian 12
CE Medium humanoid (orc)
Init +0; **Senses** Listen +0, Spot +0; darkvision 60 ft.
Languages Common, Orc

AC 16, touch 9, flat-footed 16; uncanny dodge, improved uncanny dodge
(+1 Dex, +6 armor, +1 natural, –2 rage)
hp 144 (12 HD); **DR** 2/—
Fort +13, **Ref** +5, **Will** +7

Speed 40 ft. (8 squares)
Melee *+1 flaming burst warhammer* +21/+16/+11 (1d8+13/×3) plus 1d6 fire [1d10 on critical] or
Melee unarmed strike +20/+15/+10 (1d3+8)
Base Atk +12; **Grp** +24
Atk Options Cleave, Earth's Embrace, greater rage 4/day (8 rounds)

Abilities Str 26, Dex 10, Con 20, Int 11, Wis 10, Cha 8
SQ trap sense +4
Feats Cleave, Earth's Embrace*, Improved Grapple, Improved Unarmed Strike, Power Attack
*Feat described in *Complete Warrior.*
Skills Climb +17, Intimidate +8, Jump +26, Listen +0, Spot +0
Possessions *+2 chain shirt, +1 flaming burst warhammer, amulet of natural armor +1, ring of jumping*

When not raging, Doucral has the following changed statistics:
AC 18
hp decrease by 36
Fort +10, **Will** +4
Melee *+1 flaming burst warhammer* +18/+13/+8 (1d8+7/×3) plus 1d6 fire [1d10 on critical] or
Melee unarmed strike +17/+12/+7 (1d3+5)
Grp +17
Abilities Str 20, Con 14
Skills Appraise +10, Climb +14, Gather Information +8, Jump +23, Knowledge (local) +10

FATHER DARIUS BALTHAZAR

Darius Balthazar is a worm eating away at the innards of the city. Utilizing spells such as *undetectable alignment* and extended *nondetection*—both of which he casts on himself daily—he has managed to masquerade as a priest of Pelor, the neutral good god of the sun. He has spent years rising through the ranks of the church hierarchy, and today he is one of the high priests of Pelor's church, boasting as much authority as any city official.

In truth, Darius is a devoted follower of the demon lord Fraz-Urb'luu, Prince of Deceit. He secretly presides over a demonic cult consisting of merchants and government officials. Through a combination of deceit and corruption, they work their way through all echelons of city power, striving toward the day when Darius can consecrate the entire community to his fiendish lord, ruling like a despot over a population enslaved by their own vice and greed.

Physically, Darius is a man of middle years. His dark hair is beginning to gray, and his eyes are kindly. He wears a neatly trimmed beard and normally dresses in the robes of a priest of Pelor. He seems genial and kind-hearted, always asking what he can do to help his neighbors. In truth, Darius considers all living beings beneath him, thinking of them as vermin. In Darius's mind, only Fraz-Urb'luu himself is a superior being.

FATHER DARIUS BALTHAZAR CR 16

Male human cleric 11/thaumaturgist 5
CE Medium humanoid
Init +0; **Senses** Listen +7, Spot +7
Languages Common, Abyssal, Celestial

AC 22, touch 12, flat-footed 22
(+9 armor, +1 shield, +2 deflection)
hp 65 (16 HD)
Fort +8, **Ref** +4, **Will** +18

Speed 20 ft. (4 squares)
Melee mwk morningstar +11/+6 (1d8)
Ranged light crossbow +10 (1d8/19–20)
Base Atk +10; **Grp** +10
Special Actions contingent conjuration, rebuke undead 5/day (+4, 2d6+13, 11th)
Cleric Spells Prepared (CL 16th; 1d20+20 to overcome SR):
8th—*dimensional lock, polymorph any object*^{D} (DC 25), *summon monster VIII*
7th—*blasphemy* (DC 24), *screen*^{D} (DC 24), *greater scrying* (DC 24), *summon monster VII, word of chaos* (DC 24)
6th—*harm* (DC 23), *heal, mislead*^{D} (DC 23), *summon monster VI*†, *word of recall*
5th—*break enchantment, greater command* (DC 22), *false vision*^{D}, *spell resistance, swarm sphere** (DC 22), *true seeing*
4th—*air walk, confusion*^{D} (DC 21), *cure critical wounds, discern lies* (DC 21), *restoration, tongues*
3rd—*bestow curse* (DC 20), *daylight, deeper darkness, dispel magic, nondetection*^{D}†, *searing light* (+9 ranged touch), *speak with dead, stone shape*
2nd—*augury, cure moderate wounds, hold person* (DC 19), *invisibility*^{D}, *owl's wisdom, silence, summon monster II, undetectable alignment*†
1st—*bane, command* (DC 18), *detect evil, detect good, disguise self*^{D}, *entropic shield, sanctuary* (DC 18), *shield of faith*
0—*cure minor wounds, detect magic, light mending, resistance, virtue*
D: Domain spell. Deity: Fraz-Urb'luu. Domains: Trickery, War.
† already cast

Abilities Str 8, Dex 10, Con 12, Int 13, Wis 24, Cha 15
SQ aura of evil, aura of law, extended summoning, improved ally, planar cohort
Feats Augment Summoning^{B}, Deceptive Spell*, Greater Spell Penetration, Persuasive, Silent Spell, Spell Focus (conjuration), Spell Penetration, Still Spell, Weapon Focus (morningstar)^{B}
Skills Bluff +17, Concentration +14, Diplomacy +11, Intimidate +6, Knowledge (arcana) +8, Knowledge (religion) +11, Knowledge (the planes) +10, Sense Motive +17, Speak Language (Celestial), Spellcraft +10
Possessions masterwork morningstar, light crossbow with 20 bolts, *+4 breastplate,* masterwork light steel shield, *periapt of Wisdom +6, metamagic extend rod, lesser, ring of protection +2, 2nd-level pearl of power,* holy symbol, false holy symbol of Pelor

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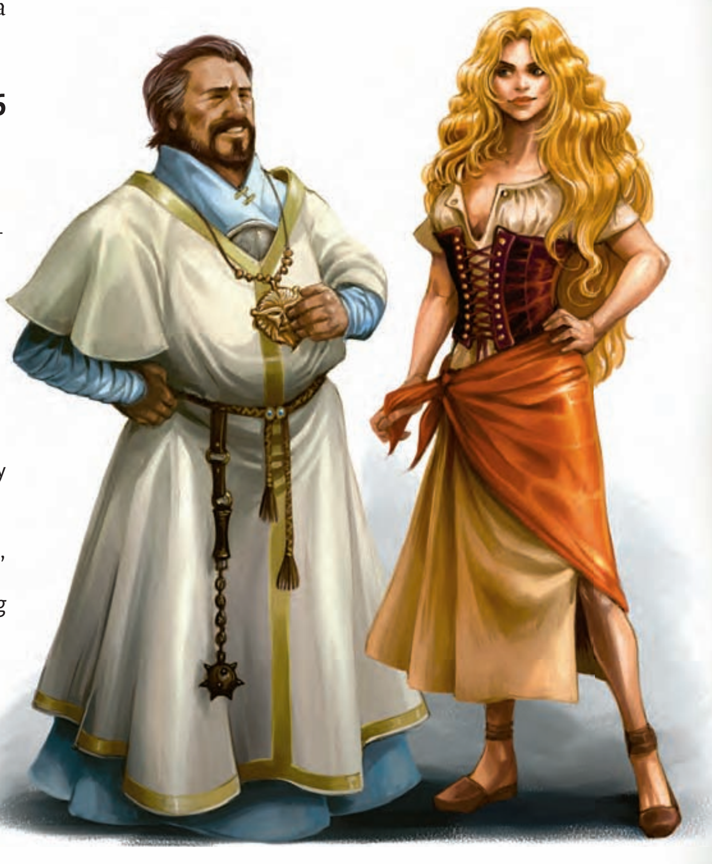
Improved Ally Diplomacy check to gain service of planar ally for 50% normal cost; *DMG* 196.
Extended Summoning All summoning spells have their durations doubled, as if by the Extend Spell feat; *DMG* 197.

Illus. by E. Widermann



Father Darius and his "adopted daughter" might be the greatest danger the city has ever faced

Contingent Conjuration Darius can prepare a summoning spell ahead of time to be triggered by some other event, as per *contingency; DMG* 197. He currently has *summon monster VI* (already cast) set to trigger if an attacker reduces him to 50% of his hit points.

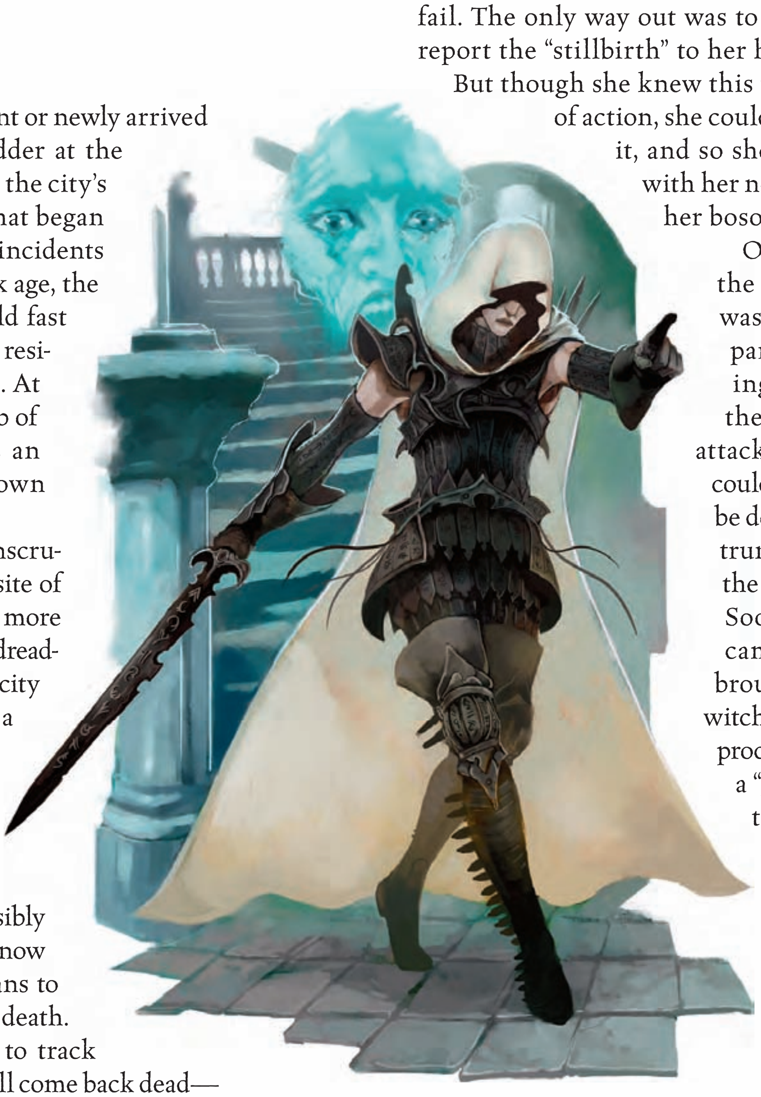
Planar Cohort Darius can call an outsider to serve as his cohort; *DMG* 197.

Darius's planar cohort is Malerna, a succubus. In public, she masquerades as a teenage orphan whom Darius has taken under his wing. Darius uses her to seduce and spy on political rivals or members of the community whom he thinks would make useful additions to his cult.

THE SYMBOL

Only the most ignorant or newly arrived resident fails to shudder at the mere mention of this, the city's greatest nemesis. What began as a series of isolated incidents has grown into a dark age, the grip of which has held fast the nightmares of city residents for years on end. At the center of this web of rumors and fear sits an enigmatic figure known only as the Symbol.

So named for the inscrutable signs left at the site of various crimes, and more recently, at the close of dreadful letters found by city officials, the Symbol is a threat to every living being who calls the city home. Nobody knows what the Symbol wants, or what he or she (or possibly it) truly is. They only know what the Symbol means to them and their city: death. The few who agreed to track the being down have all come back dead—but mobile. In every case, their rotting corpses, often without a visible trace of physical harm, shambled mindlessly back to the city. Once inside, they would return to their own homes, where they would casually murder their own children, one by one; then, with the deed done, they would collapse to the floor in a heap, truly dead for once and for all. Needless to say, few locals are willing to seek out the Symbol anymore.



The Symbol and "Mother"

Illus. by J. Hodgson

The truth behind the horror is almost as tragic as the horror itself. The entity calling itself the Symbol is a human being, or at least used to be. Decades ago, its mother was one of the city's wealthy elite, born into fortune and favored by providence. One thoughtless evening's dalliance with a handsome stranger, however, threatened to ruin the family name, because it resulted in a most unexpected pregnancy. The noblewoman contrived to keep the baby, by means of passing it off as her husband's child, but when the infant was born with no sex organs and with eyes that were neither her own nor her husband's, she knew the plan would fail. The only way out was to smother the child and report the "stillbirth" to her husband and to society. But though she knew this to be the proper course of action, she could not bring herself to do it, and so she chose to flee the city with her newborn child cradled to her bosom.

On their way to a new life, the fleeing duo's carriage was attacked by a raiding party led by two bickering ettins. Everyone but the child was killed in the attack, and when the ettins couldn't agree on what should be done with the infant, they trundled off, leaving it in the arms of its dead mother. Soon after, a tribe of orcs came upon the scene and brought the infant to their witch doctor. He immediately proclaimed the freakish babe a "gift" from the gods, and then branded the symbol of their tribe—an ancient orc pictogram denoting the concept of the birth–death–rebirth cycle—onto the screaming child's forehead.

Today, nothing but rotting corpses remains of the tribe within which the devil-child was raised. The baby's freakish lineage surfaced more and more with age, and it grew stronger by the day. By age 13, the child was leading the tribe; by age 19, half the tribe was dead, but no less under the child's command for it. In the present day, the adult that was once a careless noblewoman's last mistake is a true force of nature, possessed of arcane secrets most unnatural and a veritable army of the rotting dead, waiting to be unleashed on the careless world of the living.

It is said that no human has ever seen the true face of the Symbol and lived to tell of it. When it is seen at all, which is an occurrence rare in the extreme, the Symbol's tall frame appears covered from the neck down in a suit of form-fitting black leather engraved with numerous unidentifiable sigils, icons, and other eldritch characters. Its face is obscured by a thick white hood, which is attached to a white cape that trails from the shoulders to just above the ankles. The bottom of the cape flutters gently, irrespective of the presence or absence of any prevailing wind. One gloved hand holds a rune-covered longsword with a blade of blackest steel.

THE SYMBOL CR 20

Genderless unholy scion* (augmented human) dread necromancer* 17

*Detailed in *Heroes of Horror*

LE Medium outsider (evil, native)

Init +3; **Senses** Listen +10, Spot +10; Alertness, darkvision 60 ft.

Languages Common, Abyssal, Draconic, Giant, Goblin, Infernal, Orc

AC 24, touch 19, flat-footed 20; Dodge

hp 63 (17 HD); fast healing 4; DR 8/bludgeoning and magic or DR 10/good and magic

Resist acid 5, cold 5, electricity 5, fire 5; +4 on saves against negative energy, mental bastion; **SR** 27

Immune light fortification 50%, poison, mind-affecting spells and abilities

Fort +5, **Ref** +8, **Will** +12

Speed 30 ft. (6 squares)

Melee *nine lives stealer* (7 lives remain) +10/+5 (1d8+2 plus 2d6 to good, plus chance of death/19–20) or

Melee charnel touch +11 (1d8+4 plus 2d6 to good, plus enervating or scabrous touch)

Base Atk +8; **Grp** +8

Atk Options enervating touch, fear aura, negative energy burst 3/day, scabrous touch 3/day, unholy strike

Special Options rebuke undead 8/day (+7, 2d6+22, 17th), undead mastery

Combat Gear *nine lives stealer,* 221 HD worth of animated undead (usually 51 human/orc skeletons, 50 human/orc zombies, and 7 ettin zombies), though typically only found with 2 ettin zombies

Dread Necromancer Spells Favored (CL 17th; Spell Focus (necromancy); 1d20+19 to overcome SR):

8th (4/day)—*create greater undead, horrid wilting* (DC 24), *mass inflict critical wounds, symbol of death*

7th (6/day)—*control undead, finger of death* (DC 23), *greater harm*, mass inflict serious wounds, vile death**

6th (6/day)—*create undead, eyebite* (DC 22), *harm, mass inflict moderate wounds, symbol of fear*[A]

5th (7/day)—*fire in the blood*, greater dispel magic, mass inflict light wounds, oath of blood*[A], *slay living* (DC 21), *summon undead V**

4th (7/day)—*animate dead, dispel magic, Evard's black tentacles* (DC 19), *inflict critical wounds, phantasmal killer* (DC 20)

3rd (7/day)—*crushing despair* (DC 19), *death ward, ray of exhaustion* (DC 19), *speak with dead, summon undead III**

2nd (7/day)—*command undead, darkness, desecrate*[A], *false life, spectral hand, summon swarm, summon undead II**

1st (8/day)—*bane, bestow wound*, detect magic, doom* (DC 17), *ray of enfeeblement, undetectable alignment*†

*Detailed in *Heroes of Horror*

A: gained from advanced learning ability

† Already cast

Spell-Like Abilities (CL 17th):

3/day—*charm person, major image, poison, protection from good, true seeing, unholy aura*

1/day—*animate dead* (68 HD worth, stacks with others), *baleful polymorph, desecrate, dominate person, enervation, gate* (to the Nine Hells), *harm, unhallow*

Abilities Str 10, Dex 16, Con 10, Int 22, Wis 14, Cha 20

Feats Alertness[B], Craft Magic Arms and Armor, Dodge, Empower Spell, Spell Focus (necromancy), Scribe Scroll, Spell Penetration, Weapon Finesse

Skills Appraise +10, Concentration +10, Craft (armorsmith) +13, Craft (weaponsmith) +13, Decipher Script +14, Disguise +7, Forgery +9, Gather Information +9, Intimidate +10, Knowledge (arcana) +16, Knowledge (local) +16, Knowledge (religion) +16, Listen +10, Spellcraft +16, Spot +10, Sense Motive +11

Possessions *nine lives stealer, bracers of armor +5, belt of ogre power, hat of disguise, ring of invisibility, rod of withering*

Charnel Touch (Su) Once per round, the Symbol can make a melee touch attack that deals 1d8+4 points of damage to a living creature, or heals 5 points of damage to one undead.

Enervating Touch (Su) The Symbol can bestow negative levels when using its charnel touch attack. Each day, up to 17 negative levels can be bestowed, but no more than 2 negative levels per attack. The Fortitude DC to remove a negative level is 21.

Fear Aura (Su) As a free action, the Symbol can radiate a 5-foot radius aura of fear. DC 21 Will save or become shaken.

Mental Bastion The Symbol receives a +4 bonus on saves against sleep, stunning, paralysis, poison, and disease.

Negative Energy Burst (Su) The Symbol can radiate a 5-foot-radius burst of energy that deals 17d4 points of damage to living foes. DC 21 Will save reduces damage by half. Undead within range are healed of the same amount.

Scabrous Touch (Su) The Symbol can inflict disease on a creature when using charnel touch; as contagion spell, but with no incubation period. DC 21 Fort save to resist.

Undead Mastery All undead created or animated by the Symbol gain a +4 enhancement bonus on Str and Dex, plus 2 extra hit points per die. The Symbol can create 119 HD of undead (7 HD per dread necromancer level) using *animate dead,* and can control 85 HD of undead (5 HD per dread necromancer level) using *control undead.*

Unholy Strike (Su) Any weapon the Symbol wields is treated as evil-aligned for the purpose of overcoming damage reduction. In addition, the Symbol's melee attacks deal an extra 2d6 points of damage against good opponents.

Roleplaying Hook "I don't expect you to understand. I expect you to die."

"MOTHER," GHOSTLY VISAGE FAMILIAR CR —

LE Tiny undead (incorporeal, symbiont)

Init +2; **Senses** Listen +5, Spot +5; Alertness, darkvision 60 ft.

Languages empathic link

AC 19, touch 19, flat-footed 17

hp 31 (17 HD)

Resist improved evasion; **SR** 23
Fort +5, **Ref** +7, **Will** +12

Speed fly 10 ft. (2 squares) perfect
Melee incorporeal touch +8/+3
Base Atk +8; **Grp** —
Atk Options deliver touch spells, gaze of terror, meld, visage
Special Options speak with master, scry on familiar

Abilities Str —, Dex 14, Con —, Int 14, Wis 9, Cha 16, Ego 10
SQ incorporeal traits, symbiont traits*, undead traits
*The ghostly visage symbiont is described in *Fiend Folio*.
Feats Alertness^{B}, Iron Will
Skills Bluff +7, Hide +10, Intimidate +7, Knowledge (arcana) +6, Knowledge (religion) +6, Listen +5, Search +5, Spot +5

Gaze of Terror (Su) When the Symbol manifests the visage's face, anyone within 30 feet who meets its gaze must make a DC 13 Will save or be paralyzed with fear for 1d4 rounds. The Symbol and its familiar are immune to this ability.

Meld (Su) Once per round, "Mother" can merge its body with that of any corporeal creature (usually its master, who knows when it seeks to do so). If the target is unwilling, it must first succeed on an incorporeal touch attack.

Visage (Ex) At will, "Mother" can manifest a ghastly face anywhere on the Symbol's body (typically over the face, which doesn't affect the host's vision). When manifested, "Mother" is susceptible to attacks separate from its host.

Roleplaying Hook The Symbol believes its ghostly visage familiar to be the remnants of its mother's tortured spirit.

MOBS

Mobs are large groups of people, bound together by anger, fear, and the desire to do violence. The mob mentality overrides normal behaviors, moral strictures, and even alignments of those who compose it. In most instances, a mob might have a particular target or subject that has aroused their anger, but anyone or anything who gets in their way is subject to attack.

A mob is treated as a single entity, much like a swarm, but is composed of Small, Medium, or Large creatures. A mob must be composed of creatures of the same type, and a riot that consists of creatures of different types is best modeled as two (or more) separate mobs forming a single encounter.

A mob can be an extremely difficult challenge, not merely because it is dangerous, but because it is often made up of innocent people. Some are swept away by violent emotions, but some might have legitimate grievances; others might actually be mystically compelled to action (this is particularly true of a throng of children). PCs should attempt to find some means other than violence—or at least other than lethal violence—for dispersing at least some mobs. Reducing a mob to 0 hit points causes it to break up and disperse, leaving some members of it dead or injured; see below.

A mob consists of 48 Small or Medium creatures, or 12 Large creatures. Larger groups are represented by multiple mobs. Most mobs are transient, lasting for at most 1d4+1 hours before dispersing.

Presented below are mobs appropriate to an urban setting.

Mob of Humans CR 8

CN Gargantuan humanoid (mob of Medium humans)
Init +4; **Senses** Listen +4, Spot +4
Languages Common

AC 6, touch 6, flat-footed 6
(–4 size)
hp 135 (30 HD)
Fort +11, **Ref** +9, **Will** +17

Speed 20 ft. (4 squares)
Melee mob (5d6)
Space 20; **Reach** 0
Base Atk +22; **Grp** +34
Atk Options expert grappler, trample 2d6

Abilities Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10
SQ mob anatomy
Feats Improved Initiative, Great Fortitude, Improved Bull Rush^{B}, Improved Overrun^{B}
Skills Listen +4, Spot +4

Attack Mobs have no reach. In order to attack, a mob moves into an opponent's space, provoking an attack of opportunity. It can occupy the same space as a creature, since it tramples over and moves around its victim. A mob can move through squares occupied by enemies, and vice versa, without impediment, although it provokes attacks of opportunity if it does so. A mob can move through openings large enough for its component creatures.

A mob deals 5d6 points of bludgeoning damage to any creature whose space it occupies at the end of its move, with no attack roll needed. Mob attacks ignore concealment and cover. Damage reduction applies to mob attacks.

Expert Grappler (Ex) A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a –20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Trample (Ex) A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes damage equal to 2d6 points +1-1/2 times the mob's Strength modifier. The victim can either make an attack of opportunity against the mob or attempt a Reflex save (DC 25 + the mob's Str modifier) to take half damage.

Mob Anatomy (Ex) A mob has no clear front or back and no discernible anatomy, so it is not subject to extra damage from critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed.

Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by *death ward* or removed by *restoration*), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells.

Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by nonlethal attacks, there are no casualties. If a mob is dispersed by lethal attacks, assume that 30% of its number are slain and 30% are reduced to 0 hit points. To determine a specific individual's fate, simply roll d%: a result of 01–30 indicates death, 31–60 indicates the victim is reduced to 0 hit points, and a roll of 61–100 indicates the victim escapes relatively unscathed.

Nonhuman Mobs For mobs consisting of other Small or Medium humanoids, use the above statistics block, modified as follows:

Change Strength, Dexterity, and Constitution as appropriate for racial modifiers. (For instance, increase Dexterity by 2 and lower Constitution by 2 for elves.) Recalculate Armor Class, hit points, saving throws, and skills, but not damage rolls. Mobs cannot have an Intelligence, Wisdom, or Charisma score higher than 10; if racial modifiers would raise these abilities higher than 10, ignore them, but apply negative modifiers as normal. Add special qualities (such as darkvision) and skill bonuses as appropriate.

THRONG OF CHILDREN CR 5

CN Huge humanoid (throng of Tiny and Small humans)
Init +5; **Senses** Listen +4, Spot +4
Languages Common

AC 9, touch 9, flat-footed 9
(+1 Dex, –2 size)
hp 70 (17 HD)
Fort +5, **Ref** +13, **Will** +6

Speed 20 ft. (4 squares)
Melee swarm (3d6)
Space 15; **Reach** 0
Base Atk +15; **Grp** +22
Atk Options expert grappler, trample 2d6

Abilities Str 9, Dex 12, Con 9, Int 10, Wis 10, Cha 10
SQ mob anatomy
Feats Improved Initiative, Improved Bull Rush^{B}, Improved Overrun^{B}
Skills Listen +4, Spot +4

Note: A throng of humanoid children consists of creatures of both Small and Tiny size, and as such does not perfectly qualify as either a swarm or a mob. As presented here, a throng has some elements of both subtypes; each of these is defined below.

Attack Swarms have no reach. In order to attack, the swarm moves into an opponent's space, provoking an attack of opportunity. It can occupy the same space as a creature, since it tramples over and moves around its victim. A swarm can move through squares occupied by enemies, and vice versa, without impediment, although it provokes attacks of opportunity if it does so. A swarm can move through openings large enough for its component creatures.

A throng of children deals 5d6 points of bludgeoning damage to any creature whose space it occupies at the end of its move, with no attack roll needed. Its attacks ignore concealment and cover. Damage reduction applies to swarm attacks.

Expert Grappler (Ex) A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a –20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Trample (Ex) A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes damage equal to 2d6 points +1-1/2 times the mob's Strength modifier. The victim can either make an attack of opportunity against the mob or attempt a Reflex save (DC 25 + the mob's Str modifier) to take half damage.

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Change Strength, Dexterity, and Constitution as appropriate for racial modifiers. (For instance, increase Dexterity by 2 and lower Constitution by 2 for elves.) Recalculate Armor Class, hit points, saving throws, and skills, but not damage rolls. Mobs cannot have an Intelligence, Wisdom, or Charisma score higher than 10; if racial modifiers would raise these abilities higher than 10, ignore them, but apply negative modifiers as normal. Add special qualities (such as darkvision) and skill bonuses as appropriate.

New Monsters

Although an urban campaign might focus on NPC opponents, monsters certainly have their place. Wererats lurk at the heart of thieves guilds, and vampires stalk lone travelers in the night. Gargoyles perch atop towers, while otyughs bathe in wretched sewage. Doppelgangers and demons cut swaths through the government, replacing or dominating those who hold the reigns of power.

And of course, a city contains creatures unique to that environment. Presented here are new monsters, ready for use in any urban campaign.

GOLEM, SIEGE

The earth shakes as an enormous four-legged contraption of wood and metal lumbers forward, two large arms reaching upward to load the great catapult atop its back.

SIEGE GOLEM CR 12

N Gargantuan construct
Init +1; **Senses** Listen +0, Spot +0; darkvision 60 ft., low-light vision

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AC 26, touch 7, flat-footed 25
(–4 size, +1 Dex, +19 natural)
hp 148 (16 HD); **DR** 10/adamantine
Immune magic
Fort +5, **Ref** +6, **Will** +5
Weaknesses phase door, repel wood, warp wood, wood shape

Speed 30 ft. (6 squares)
Melee 2 slams +18 (4d8+10)
Space 20; **Reach** 15
Base Atk +12; **Grp** +34
Atk Options boulder (6d6+10), trample (4d8+15)

Abilities Str 30, Dex 12, Con —, Int —, Wis 11, Cha 1
SQ construct traits, immunity to magic
Feats —
Skills —

Boulder (Ex) A siege golem can launch a boulder from the catapult atop its back, dealing damage equal to 6d6 points + Str modifier (usually 10). This does not qualify as a standard ranged attack, but instead uses the rules for siege engines (*DMG* 99). The golem must succeed on a roll of 1d20 + its base attack bonus (usually 12) against DC 15. The boulder has a range increment of 200 feet, and range penalties apply as normal.

If the roll succeeds, the boulder hits the targeted square, dealing damage to all creatures or objects in that square (Reflex DC 15 half). If the roll fails, determine the direction of the miss as described on *DMG* 100.

It takes the golem two move actions to reload the catapult from a store of boulders it keeps slung to its underside, so it can fire every round if it does nothing else, or less frequently if it moves or takes other actions. The average siege golem carries 3d4 boulders.

Immunity to Magic (Ex) A siege golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *warp wood* or *wood shape* spell slows the golem (as the *slow* spell) for 1d6 rounds. A *repel wood* spell drives the golem back 120 feet and deals 3d12 points of damage. A *phase door* spell cast directly on a siege golem negates its damage reduction and immunity to magic for 1d3 rounds. The golem gets no saving throw against any of these effects.

Trample (Ex) Reflex DC 26 half. The save DC is Strength-based.

10 URBAN MONSTER ENCOUNTERS

1 An aranea has devoured a local shopkeeper and assumed her identity by means of its shapechanging ability.

2 Rumor arrives of a rabid pack of wolves attacking travelers along the road into the city. The pack is actually a handful of barghests, led by the especially cunning greater barghest that found a planar portal and led his pack through it.

3 Parts of the old city have been crumbling with increasing frequency, causing extensive damage and even several crushing deaths. The structural problems are the result of a lone destrachan that has made its way topside through a cistern.

4 A lockdown has been placed on the nonhumans quarter following several reports of an elf attacking wealthy human nobles. The "elf" in question is actually a drow in face paint, recently arrived through a forgotten passage to the Underdark.

5 During a misguided alchemical experiment, a wizard accidentally unleashes a voluminous gout of arcane pollution, resulting in one of the decorative gargoyle statues atop his tower coming to life and flying off into the city.

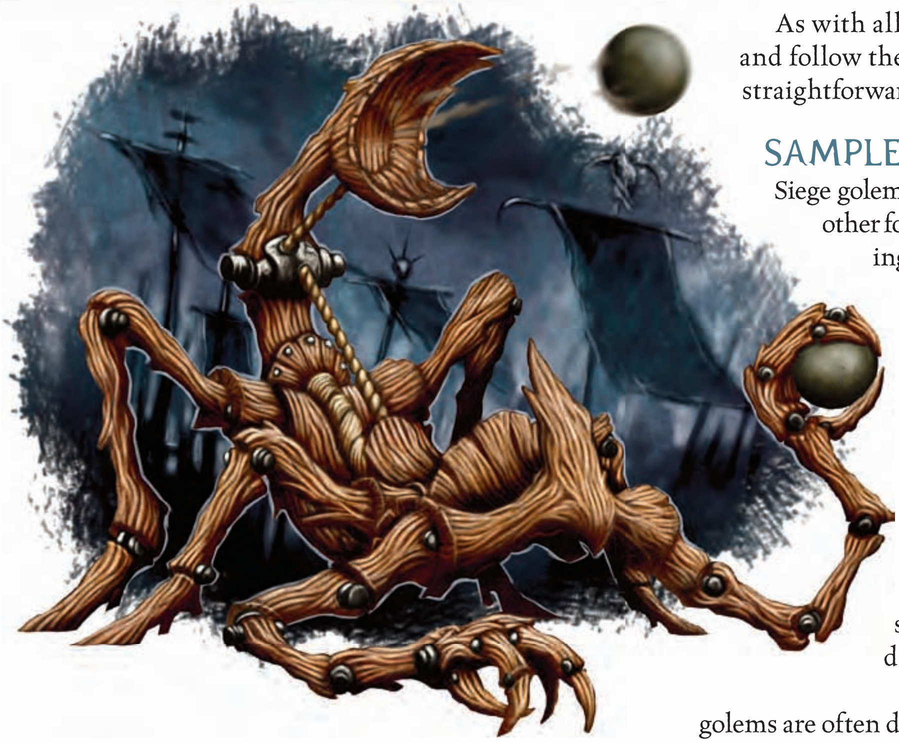
6 A lone grimlock, outcast by his tribe for his kindly nature, masquerades as a leper in the poorest district. One night he witnesses a terrible murder, but, because he is blind, he cannot even provide an anonymous description to the authorities. Who will help?

7 After local shepherds report the mauling of several sheep, the wounds made by the claws and beak of some enormous bird, word begins to spread of the presence of a roc. In truth, the culprit is an angry owlbear that lost its mate to hunters.

8 The opening of a new well inside the city walls has resulted in the arrival of a displaced phantom fungus which begins to hunt for prey in the area around the well. And because the fungus is invisible, the body count—and the panic—is rising.

9 A rust monster has escaped from an arcane research facility and is cutting a swath through the local munitions store. The brave soldiers of the watch categorically refuse to go anywhere near either the site or the monster.

10 An ancient treant has awakened from a long slumber to find its sacred grove reduced to a small park inside a large city. Can its frustration and rage be assuaged before it awakens the other trees and begins to take revenge on the city?



Siege golem

Siege golems are enormous machines of war. Although certainly capable of posing a threat to a group of adventurers, they are designed for laying siege to entire cities.

STRATEGIES AND TACTICS

Siege golems are most frequently used as one element of a larger military force. They might be deployed in groups, and are often accompanied by other creatures that defend them from attack, allowing them to focus on the wall.

SIEGE GOLEM LORE

Characters with ranks in Knowledge (arcana) can learn more about siege golems. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs. Optionally, if siege golems have seen previous military use in the region, a character can substitute a Knowledge (history) check.

Knowledge (Arcana)

DC	Result
26	A siege golem is an enormous war machine, built to destroy cities. It carries a massive catapult on its back. This result also reveals standard construct traits.
31	A siege golem is vulnerable to certain magics. This result reveals the spells to which it is vulnerable, but not their precise effects.
36	This result reveals exactly what each of those spells does to a siege golem.

As with all golems, siege golems are mindless, and follow the orders of their creators in the most straightforward manner possible.

SAMPLE ENCOUNTERS

Siege golems are most effective when paired with other forces, but the expense involved in creating one means they often work alone.

Individual (EL 12): A lone siege golem might be intended to terrorize a small city, or it might be waiting while a larger force is assembled.

EL 12: A single siege golem appears during the night and lobs boulders at the city walls. Even if adventurers from the city can stop it, they are left wondering who sent it, and why. Could it have been a diversion from something worse?

Military Assault (EL 14–16): Siege golems are often deployed in groups, the better to break down a defender's walls more swiftly.

EL 15: A trio of siege golems march in advance of an undead horde (treat as a separate encounter), and focus their attacks on one particular section of the wall.

Battle Group (EL 11–20): One or more siege golems might be accompanied by other creatures—perhaps giants, or other golems—intended to protect anyone from interfering with the siege golem's operation, and perhaps to assist it in demolishing a city's defenses.

EL 16: A pair of siege golems are surrounded by a crew of eight stone giants. So long as nobody draws near, the stone giants hurl boulders to enhance the effectiveness of the golems' attacks on the walls, but they move to intercept anyone who approaches the golems.

ECOLOGY

Siege golems have no biological needs.

Environment: Siege golems can function in almost any environment. They are most frequently used on open plains, fields, deserts, or tundra, because their size makes it difficult to move through narrow mountain passes, caves, or thick forest.

Typical Physical Characteristics: The siege golem's appearance varies, but the need to function as a mobile battle platform means they have some features in common. They are built primarily of wood, with some metal and leather parts. A siege golem stands roughly 10 feet in height, 20 feet long, and 15 feet across. It weighs upward of 20,000 pounds.

A siege golem's body is relatively flat, resembling a four-legged scorpion lacking a head. It has a heavy catapult atop its body, and a pair of large arms capable

Illus. by D. Allsop

of loading that weapon or smashing anything nearby. They carry their ammunition slung beneath them or in a special compartment built into their structure.

ADVANCED SIEGE GOLEMS

In some instances, a military power might wish larger and more powerful golems for its forces. A siege golem up to 30 Hit Dice remains Gargantuan, while a siege golem of 31 to 49 Hit Dice becomes Colossal. If the golem increases in size, its boulder advances to 6d8 base damage.

SIEGE GOLEMS IN EBERRON

Siege golems were created during the Last War by House Cannith. They never saw as much use or popularity as the warforged, but they did turn the tide of several sieges. Today, they exist in the armies of all of the Five Kingdoms, but are rarely used. Because they are so blatantly offensive in nature—serving little, if any, defensive purpose—each side fears that mobilizing them might inspire a preemptive strike by a neighbor.

SIEGE GOLEMS IN FAERÛN

Siege golems are relatively recent creations of the Red Wizards. Thay has sold only a few of these devices, but their customers include Cormyr and Zhentil Keep.

FOR PLAYER CHARACTERS

A siege golem's body must be crafted from enormous amounts of high-quality hardwoods, with iron joints and leather fittings, costing a total of 3,000 gp. The catapult requires masterwork craftsmanship. The body must then be engraved with mystical sigils, and treated with rare tinctures worth another 3,000 gp. Assembling the body requires a DC 15 Craft (carpentry) check.

CL 14th; Craft Construct, *geas/quest, fabricate, limited wish,* caster must be at least 14th level; Price 100,000 gp; Cost 56,000 gp + 4,000 XP.

OOZE, CESSPIT

The foul brown-green sludge of the sewer abruptly rears up, striking at you with a viscous pseudopod. Rusted tools, old rags, and even bits of rotten animals shift within, their edges scraping against the stone as the sludge moves.

CESSPIT OOZE CR 9

CE Large ooze
Init –5; **Senses** blindsight 60 ft.; Listen +4, Spot +4
Aura stench (30 ft., DC 21)
Languages None

AC 5, touch 5, flat-footed 5
(–1 size, –4 Dex)
hp 126 (11 HD)
Immune acid, mind-affecting spells and abilities, poison, sleep effects, paralysis, polymorph, stunning, attack forms that rely on sight; not subject to critical hits or flanking
Resist electricity 5, fire 5
Fort +11, **Ref** –2, **Will** +3
Weakness positive energy

Speed ft. 20 ft. (4 squares), climb 20 ft., swim 20 ft.
Melee 2 slams +12 (2d4+4 plus 2d4 acid plus enrage)
Space 10 ft.; **Reach** 5 ft. (10 ft. w/slam)
Base Atk +8; **Grp** +16
Atk Options acid, constrict, improved grab, Power Attack

Abilities Str 19, Dex 1, Con 23, Int 7, Wis 11, Cha 10
SQ death burst, split
Feats Alertness, Great Fortitude, Power Attack, Weapon Focus (slam)
Skills Climb +12, Hide –3*, Listen +6, Spot +6, Swim +12

Acid (Ex) A cesspit ooze secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 21 Reflex saves. A metal or wooden weapon that strikes a cesspit ooze also dissolves immediately unless it succeeds on a DC 21 Reflex save. The save DCs are Constitution-based.

The ooze's acidic touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex) A cesspit ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a –4 penalty on Reflex saves against the acid.

Death Burst (Ex) When a cesspit ooze is slain, it bursts in a spray of viscous acids. All creatures within a 30-foot radius are dealt 4d6 points of acid damage, and are subject to the ooze's enrage ability even if they have already successfully saved against it. A DC 21 Reflex save halves the damage and avoids the enrage effect completely. The save DC is Constitution-based. Even those who fail are still entitled to the standard DC 15 Will save to avoid being enraged.

Enrage (Su) Anyone who takes acid damage from a cesspit ooze must attempt a DC 15 Will save. Failure indicates that they have absorbed some of the rage and torment that powers the creature. In 1d20 rounds (determined secretly by the DM), the individual flies into a homicidal rage. This functions like the barbarian's rage class feature, with a few exceptions. The individual cannot choose whom to attack, or to stop attacking. He must attack the nearest living creature (other than the ooze itself), and continue to move on to target after target. After a number of rounds equal to one-half the ooze's Hit Dice (usually 5), the subject is entitled to a new Will save, and can continue to save every 5 rounds until he successfully shakes off the effect. A creature who successfully saves is immune to the enrage ability of that particular cesspit ooze for 24 hours (except if exposed to its death burst, described above).

Improved Grab (Ex) To use this ability, a cesspit ooze must hit an opponent of up to Large size with a slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Split (Ex) Slashing and piercing weapons deal no damage to a cesspit ooze. Instead the creature splits into two identical oozes, each with half of the original's current hit points (round down). A cesspit ooze with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Stench (Ex) Due to its nature as a creature of refuse, a cesspit ooze emits a horrific odor. All living creatures within 30 feet of a cesspit ooze must succeed on a DC 21 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same ooze's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Vulnerable to Positive Energy (Ex) Although it is not undead, a cesspit ooze is empowered by the pain and agony of those who died nearby. As such, it shares some vulnerabilities with the undead. It takes damage from positive energy, as if it were undead, and a successful turn or rebuke undead attempt imposes two negative levels for a number of rounds equal to the cleric's turning damage minus the ooze's Hit Dice.

Skills Cesspit oozes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. They have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. They can always choose to take 10 on a Swim check, even if distracted or endangered. They can use the run action while swimming, provided they swim in a straight line.

*A cesspit ooze in a sewer, drainage ditch, or other garbage- or refuse-filled environment gains a +8 circumstance bonus on Hide checks.

The cesspit ooze is a product of the urban environment, a horrific predator born of the distinctive mixture of pain and despair found in the poorest quarters of the city combined with the ambient arcane energies that emanate from the most magic-intensive regions. They are most common in large cities and are usually found where impoverished neighborhoods abut districts containing arcane colleges or laboratories.

Unlike most oozes, cesspit oozes possess a level of intelligence that, while less than that of the average human, allows them a fierce cunning and rudimentary grasp of hunting and ambush tactics. Despite this fact, their minds are so alien that they retain their relatives' immunity to mind-affecting spells and abilities and similar forces.

STRATEGIES AND TACTICS

Cesspit oozes are ambush hunters. They never move far from their point of origin, and they gain sustenance from the sense of fear and desperation around them as much as from the flesh of those they consume, so they are always found in particularly impoverished areas. This allows them to take prey that is not likely to be missed, an added benefit of their hunting technique. Where possible the cesspit ooze strikes from concealment, often attempting to drag a single person out of sight before others even realize the creature is present.

SAMPLE ENCOUNTERS

Cesspit oozes are solitary hunters, but the combination of forces and circumstances that birth them sometimes result in multiple specimens appearing in a given locale.

Individual (EL 9): A lone cesspit ooze lurks in a dark (and likely unpleasant) environment, waiting for prey to happen by. It might well be responsible for an entire rash of disappearances.

EL 9: A cesspit ooze has developed right at the border between a poor district and an area with several magical laboratories. It is feeding primarily on those traveling between districts, and the poor of the city are beginning to blame the recent rash of disappearances on the wizards, an attitude that could erupt into civil unrest.

Cluster (EL 11–12): In a few instances—perhaps a mass death or just a simple coincidence over time—a group of two to three oozes might develop in the same location. Cesspit oozes neither battle one another nor deliberately collaborate, but the fact that several are active in one area could make them appear to be working together, and can lead to people encountering them in numbers.

EL 12: A family of three starved to death together, huddled in the meager shelter of an open sewer grating. Their deaths, combined with the arcane runoff from a nearby arcanists guild, resulted in the spawning of three complete oozes. They have been feeding not merely on passing people, but on beasts of burden such as horses and oxen as well.

ECOLOGY

Cesspit oozes lurk in sewers, dark alleyways, drainage ditches, garbage heaps—anywhere they can blend in with humanoid-produced waste and refuse. While they are known to consume various urban animals, such as rats

CESSPIT OOZE LORE

Characters with ranks in Knowledge (arcana) can learn more about cesspit oozes. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs. In cities where the oozes are relatively common, a Knowledge (local) check suffices as well, but the DC increases by 5.

Knowledge (Arcana)

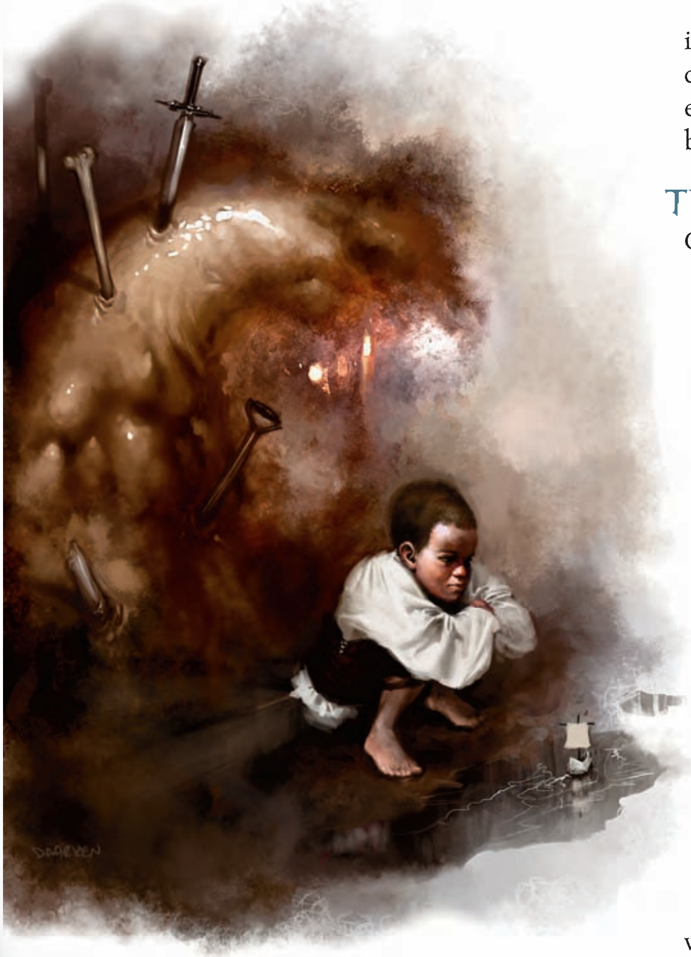
DC	Result
21	Cesspit oozes are sentient oozes that feed on both the flesh and the fear of other beings. They emit a foul stench, and their touch is acidic.
26	Those struck by a cesspit ooze seem to absorb some of the fear and pain that animates them, causing them to fly into a murderous and uncontrollable rage. Like some other types of ooze, they split when struck by certain sorts of weapons.
31	The cesspit ooze splits when struck with a slashing or piercing weapon, and explodes when finally slain. They form when sentient creatures die and decompose in sewage or humanoid refuse tainted by ambient magics.

and dogs, they gain little if any sustenance from them; the odd physiology of the ooze requires sentient prey.

The cesspit ooze is not born in any traditional sense of the word. They are formed when a sentient creature dies in an environment filled with humanoid refuse and filth, surrounded by the misery of others, and tinged with effects such as arcane pollution (see page 32). As the corpse slowly dissolves into the slime, it absorbs both the magic and the ambient despair of the hungry and frightened. The result is an intelligent ooze that feeds on both the flesh and the pain of sentient beings and, while not undead, shares a few traits in common with such creatures. Oddly enough, nobody slain by a cesspit ooze ever spawns the creation of another one, even if all factors and circumstances are appropriate. Sages theorize that the emotion absorbed by the ooze prevents the dead body from "powering" a new one.

While the ooze possesses an intelligence that it apparently "inherits" from the decaying body, it in no way contains any remnants of that personality. The cesspit ooze is a brand new creature, completely alien in thought and unable even to comprehend anything recognizable as a language.

Illus. by Daarken



Cesspit ooze

Environment: Any urban, particularly impoverished districts with nearby magic. Due to the requirements for misery in their surroundings, they are more common in cities that have recently seen some measure of catastrophe—invasion, famine, plague, or the like—than they are in happier and more thriving communities.

Typical Physical Characteristics: A cesspit ooze averages between 12 and 16 feet in diameter, and anywhere from 6 inches to 2 feet thick. It can compress its body to fit through openings as small as two inches in width. They range from swamp-green to thick brown in color, blending into the refuse, and usually have various bits of detritus contained within. This might include body parts of people as animals, as well as more mundane items such as broken tools or bits of stone.

In most instances, a larger cesspit ooze has likely lived for longer than a smaller one, but not all of them grow larger with age.

SOCIETY

While they are intelligent, cesspit oozes do not think as other creatures do. They have no sense of community, and they do not appear to recognize even other oozes as living beings.

Alignment: The cesspit ooze is a hunter that requires its prey be sentient, afraid, and in pain. It is essentially chaotic evil by nature and instinct, simply incapable of even comprehending morality—let alone altering its behavior and alignment accordingly.

TYPICAL TREASURE

Cesspit oozes do not collect treasure or understand the concept of value. Any treasures that might be found nearby are simply the possessions of its victims, left to rot in the sewage or refuse. These items rarely represent more than 1/10th the normal amount for an encounter of the ooze's Challenge Rating, and consist almost exclusively of coins and mundane items.

CESSPIT OOZES IN EBERRON

Because so many of the major cities of Khorvaire make use of ubiquitous (if low-powered) magic, and in the shadow of the recent Last War, these oozes are unfortunately common. From Sharn to Passage, Korth to Rhuukan Draal, these oozes slither through the various sewer systems and under-levels, feeding on the destitute of numerous cultures.

CESSPIT OOZES IN FAERÛN

The cesspit ooze seems, in some respects, to be the gods' vengeance on Thay for their amoral use of magic. These creatures are far more common there than anywhere else, likely spawned by the Red Wizards' frequent experiments and the mistreatment of many of the poorer citizens of that nation. They do appear in other cities as well, but with nowhere near the frequency.

RIPPER

What first looked like a humanoid figure striding through the nearby alley suddenly appears far too alien to be any human. It's all but impossible to make out any details, as your vision seems to be blur as it approaches.

Ripper **CR 6**
NE Medium aberration
Init +7; **Senses** darkvision 60 ft.; Listen _5, Spot +10
Aura disorientation (60 ft.)
Languages Understands Common; see text

AC 20, touch 13, flat-footed 17
(+3 Dex, +7 natural)
hp 60 (8 HD); **DR** 5/magic
Immune poison
Fort +5, **Ref** +5, **Will** +9

Speed 40 ft. (8 squares), climb 20 ft.
Melee 2 claws +9 (1d6+2 plus sedative [1d6 nonlethal])
Base Atk +6; **Grp** +8
Special Actions pheromone burst

Abilities Str 14, Dex 16, Con 16, Int 12, Wis 16, Cha 15
SQ chameleon, light sensitivity
Feats Alertness, Improved Initiative, Weapon Finesse
Skills Climb +19, Disguise +6*, Hide +16, Jump +7, Listen +5, Move Silently +12, Spot +10

Disorienting Aura (Ex) A ripper emits a pheromone in a 60-foot radius that causes severe disorientation. Anyone within 60 feet of the ripper who fails a DC 16 Will save takes a –4 penalty to Wisdom. This aura is a constant effect, which the ripper cannot suppress. A creature that successfully saves cannot be affected again by a disorienting aura from the same ripper for 24 hours, but is still susceptible to its other pheromones. Other rippers are immune to this effect. This is a mind-affecting ability. The save DC is Charisma-based. Because this effect is pheromonal rather than supernatural, it is unimpeded by spell resistance or antimagic fields, but creatures immune to poisons or gases are immune to this as well.

Pheromone Burst (Ex) Once every 1d4 rounds, a ripper can release a burst of pheromones as a standard action. Anyone in range must succeed on a DC 16 Will save to negate the effect. A creature that successfully saves cannot be affected again by that precise pheromone from the same ripper for 24 hours, but is still susceptible to its other pheromones. The pheromones all function at caster level 8th, and the save DCs are all Charisma-based. These are all mind-affecting effects. Like the disorienting aura, they are pheromonal, not magical.

Fear: 60-foot burst, otherwise as the *fear* spell.

Sleep: 30-foot burst, otherwise as *deep slumber.*

Wrath: 60-foot burst, otherwise as the "attack nearest creature" result of *confusion*. If a sufficient number of creatures fail their save at once, they might (25% chance) form a mob that attacks the nearest target, rather than attacking one another.

Chameleon (Ex) A ripper can blend into its environment or appear more human than it truly is. This ability grants it a +4 racial bonus on Hide checks, and on Disguise checks to appear human.

Light Sensitivity (Ex) A ripper is dazzled in bright sunlight or within the radius of a *daylight* spell.

Sedative (Ex) A ripper's claws are coated in toxin; successful claw attacks also deal 1d6 points of nonlethal damage.

The ripper is a vaguely humanoid aberration that lurks in the darkest, poorest urban areas. There it preys on its favorite meal: the flesh of sentient creatures.

STRATEGIES AND TACTICS

Rippers prefer ambush techniques, making use of their chameleon ability and their climb speed to close on unsuspecting prey. They are prepared to fight for their meals when necessary, however, or to cause others to wreak havoc for them. They never hunt during the day, and they are canny enough to avoid well patrolled or protected areas. They normally use their pheromone bursts in self-defense, or to soften up large groups of prey. They are also known to use their wrath abilities to inspire riots, then feed on the carcasses or any injured left behind.

SAMPLE ENCOUNTERS

Rippers normally hunt alone, but occasionally gather in clutches as large as five or six members.

Individual (EL 6): A lone ripper is likely on a straightforward hunt.

EL 6: A ripper has discovered a band of muggers in one of the city's districts. It follows them every night, feeding off the injured victims they leave behind, so that they will be blamed for the murders.

Clutch (EL 8–11): Rippers in a big city might work together, for protection and to take down larger groups of people at once.

EL 9: A trio of rippers has made a home in the cellar of a tavern near the city's main gate. They prefer to target

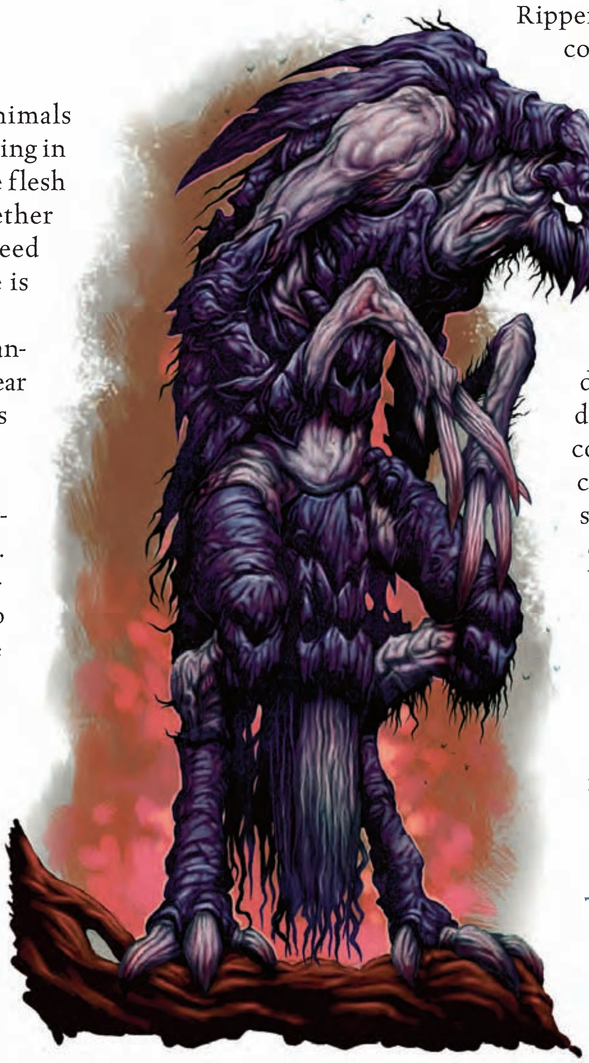
RIPPER LORE

Characters with ranks in Knowledge (arcana) or Knowledge (dungeoneering) can learn more about rippers. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs. In cities where rippers are relatively common, a Knowledge (local) check can be substituted, but the DC is increased by 5.

Knowledge (Arcana or Dungeoneering)

DC	Result
18	Rippers are humanoid aberrations that feed on the flesh of sentient creatures. They emit some sort of aura that disorients anyone who draws near, and they are capable of emitting other auras at will.
23	This result reveals the various pheromonal effects the ripper can generate.

newcomers to the city, knowing that they will not be missed.



Ripper

Illus. by D. Allsop

ECOLOGY

Rippers can survive on animals for a short time, but something in their physiology craves the flesh of sentient beings. Whether this is a true biological need or merely an issue of taste is unclear.

Although generally humanoid in shape, and able to appear fleshy from a distance, rippers are anything but human. Their limbs are abnormally long and strangely jointed, bending in alien ways. They boast a hard, insect-like chitin. Rippers have no true heads, though a bulge at the top of their carapace mimics the humanoid head. Their "mouths" are long vertical slits that open roughly where the human sternum would be. Their fingers and toes are clawed, serving as both excellent climbing tools and weapons.

Rippers are born in clutches of thick, mucus-covered eggs, not unlike certain insects. The larvae feed on one another, until only one—or at most, a small clutch—survives. They reach adult size in mere months, and live for roughly 15 to 20 years. Rippers do not mate directly with one another. Rather, in roughly eight-year cycles, females release a clutch of eggs into some dark area. This process also emits a pheromone, which attracts the males to fertilize the eggs.

Few individuals have been able to obtain a clear view of living rippers; the combination of their chameleon abilities and the disorientation that blurs the senses of anyone who draws near them conspire to keep many of their details hidden.

Environment: Any. Rippers dwell primarily in urban areas, though they occasionally appear in smaller communities.

Typical Physical Characteristics: The average ripper stands roughly 5-1/2 to 6 feet in height, and weighs approximately 100 to 150 pounds. The differences between male and female rippers are entirely internal.

SOCIETY

Rippers have no society per se. They consider the urban environment their hunting ground, and any other predators are viewed as rivals for territory. Clutches of rippers occasionally work together, but this is the closest thing they have to a culture.

Rippers, though sentient, have little self-awareness. They do not name themselves, and have difficulty even comprehending the concept of names. They communicate with one another through a series of scents and high-pitched clicks. Most understand Common, but they are incapable of speaking any humanoid language.

Alignment: Rippers categorize all sentient beings as either prey or rivals, and make concerted attempts at killing both. Their innate lack of empathy and need to feed on other beings renders them exclusively neutral evil.

TYPICAL TREASURE

While rippers might occasionally accumulate valuables as bait, they place no value on objects and never make a habit of collecting them.

ADVANCED RIPPERS

Some rippers are tougher than others—perhaps due to consuming a larger number of larvae in their infancy—but they never grow larger than Medium. Rippers can grow as strong as 24 Hit Dice.

RIPPERS IN EBERRON

Rippers appear to have only recently arrived on Khorvaire from points south. The lowest levels of Sharn boast many of them, and they have spread to Breland, Aundair, and Karrnath as well.

RIPPERS IN FAERÛN

For many years, most of the major cities of Faerûn seemed free of these creatures, due to past efforts at exterminating them, and they were widely considered extinct. Recently, however, someone has smuggled several clutches of eggs into Waterdeep and other cities as some sort of biological attack. While theories and suspects range from the Xanathar's Guild to agents of the Malaugryms, nobody has figured out for certain who has done this—or why.

SEPULCHRAL THIEF

They say that you can't take it with you. "They" have clearly never encountered one of these rapacious undead.

Sample Sepulchral Thief

Leathery, gray-white skin stretches tight over old bone, some of which is exposed by ragged tears in the flesh. Although clearly dead, the creature moves with an inhuman grace, soft and silent as the night breeze. It is clad in old and worn garments, all in black. Its sunken flesh draws back a lipless mouth in a rictus grin, and its eyes are twin pools of endless shadow.

This example uses a 10th-level human rogue (specifically the sample master thief, detailed on page 118), as the base creature.

SEPULCHRAL THIEF CR 12

Male undead human rogue 10
CE Medium undead (augmented humanoid)
Init +6; **Senses** see in darkness 60 ft.; Listen +6, Spot +6
Aura obscuring aura (60 ft., Will DC 15 negates)
Languages Common, Halfling

AC 26, touch 15, flat-footed 21; Dodge, uncanny dodge, improved uncanny dodge
(+5 Dex, +5 natural, +6 armor)
hp 78 (10 HD); **DR** 15/magic and either good or lawful
Immune cold, electricity, mind-affecting spells and abilities
Resist evasion, improved evasion, turn resistance +4
Fort +3, **Ref** +12, **Will** +3

Speed 30 ft. (6 squares)
Melee *+2 short sword* +14/+9 (1d6+2/19–20) and negative energy touch +7 (1d8+5, Will DC 15 half) or
Melee negative energy touch +12 (1d8+5, Will DC 15 half)
Ranged mwk light crossbow +13 (1d8/19–20)
Base Atk +7; **Grp** +7
Atk Options sneak attack +6d6
Special Actions draining touch

Abilities Str 10, Dex 21, Con —, Int 14, Wis 10, Cha 10
SQ reanimation, shadow jump, trapfinding, trap sense +2
Feats Dodge, Improved Initiative, Quick Draw, Stealthy, Weapon Finesse
Skills Appraise +8, Balance +21, Bluff +6, Climb +15, Diplomacy +4, Disable Device +9, Escape Artist +12, Forgery +8, Gather Information +8, Hide +22, Intimidate +8, Jump +9, Knowledge (local) +8, Listen +6, Move Silently +22, Open Lock +14, Search +9, Sense Motive +6, Sleight of Hand +22, Spot +6, Tumble +14, Use Rope +5 (+7 with bindings).
Possessions *+2 short sword,* masterwork light crossbow, *+3 studded leather armor, gloves of Dexterity +2,* masterwork thieves' tools

CREATING A SEPULCHRAL THIEF

A sepulchral thief is an undead criminal, a thief, burglar, or bandit. Unlike other undead whom it resembles, such as the lich, the sepulchral thief does not deliberately seek out an undead existence. Rather, like some ghosts or ghouls, it rises spontaneously on rare occasions when the proper circumstances align. First, an evil-aligned and malicious thief must die in the midst of planning or executing the greatest theft (or similar criminal activity) of his career, an endeavor in which he has devoted his greatest efforts and on which he has staked his future. Perhaps he is slain by a terrible trap, or by a guard or rival thief. He must die in both anger and frustration, within reach of his goal, or even having just managed to acquire it.

"Sepulchral thief" is a template that can be added to any humanoid creature of 5 HD or more (referred to hereafter as the base creature), provided it is of chaotic neutral or any evil alignment, and possesses the appropriate ability and skill requirements. The base creature must have a Dexterity score of at least 13, and must possess at least 5 ranks each in any five of the following skills: Balance, Climb, Disable Device, Hide, Jump, Move Silently, Open Lock, and Sleight of Hand.

A sepulchral thief has all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Armor Class: The base creature's natural armor bonus increases by +5.

Attack: A sepulchral thief has a touch attack that it can use once per round. If the base creature can use weapons, the sepulchral thief retains this ability. A creature with natural weapons retains those natural weapons. A sepulchral thief fighting without weapons uses either its touch attack or its primary natural weapon (if it has any). A sepulchral thief armed with a weapon uses its touch or a weapon, as it desires.

Full Attack: A sepulchral thief fighting without weapons uses either its touch attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a touch as a natural secondary attack, provided it has a way to make that attack (either a free hand or a natural weapon that it can use as a secondary attack).

Damage: A sepulchral thief without natural weapons has a touch attack that uses negative energy to deal 1d8+5 points of damage to living creatures; a Will save (DC 10 + 1/2 sepulchral thief's HD + sepulchral thief's Cha modifier) halves the damage. A sepulchral thief with natural weapons can use its touch attack or its natural weaponry, as it prefers. If it chooses the latter, it deals 1d8+5 points of extra damage on one natural weapon attack.

Special Attacks: A sepulchral thief retains all the base creature's special attacks and gains those described below. Save DCs are equal to 10 + 1/2 thief's HD + thief's Cha modifier unless otherwise noted.

Draining Touch (*Su*): Any time the sepulchral thief deals damage with its touch attack, it gains a number of hit points equal to 1/4 the damage dealt (for this reason, the creature often attempts to begin combat with a sneak attack delivered with this method). If this raises its hit point total above its normal maximum, it gains the excess as temporary hit points that disappear after 1 hour. It can never have more temporary hit points than its total normal hit points.

Obscuring Aura (*Su*): Sepulchral thieves are shrouded in a mind- and senses-clouding aura of negative energy. Living creatures in a 30-foot radius must succeed on a Will save or be affected by the aura. Creatures with fewer than one-half the sepulchral thief's Hit Dice are blinded and deafened. For example, if the sepulchral thief has 9 HD, this applies to creatures of 4 HD or fewer. All other creatures take a –2 penalty on Listen, Search, and Spot checks. A creature that successfully saves cannot be affected again by the same thief's aura for 24 hours.

Sneak Attack (*Ex*): The sepulchral thief deals 1d6 points of extra damage when flanking an opponent or at any time when a target would be denied its Dexterity bonus. This extra damage applies to ranged attacks only if the target is within 30 feet (*PH* 50). If the creature already has sneak-attack bonuses due to class levels or some other source, these bonus dice stack.

Special Qualities: A sepulchral thief retains all the base creature's special qualities and gains those described below.

Turn Resistance (*Ex*): A sepulchral thief has turn resistance +4.

Damage Reduction (*Su*): A sepulchral thief's undead body is powered by hatred and negative energies, giving the creature damage reduction 15/magic and either good or lawful (regardless of the thief's actual alignment). Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Hide in Plain Sight (*Ex*): A sepulchral thief with at least 14 ranks in Hide can use the Hide skill even while being observed, as long as he is within 10 feet of some sort of shadow, as per the assassin class feature (*DMG* 181).

Immunities (*Ex*): Sepulchral thieves have immunity to cold, electricity, and mind-affecting attacks.

Reanimation (*Su*): The greed and malevolence that animate the sepulchral thief cannot be dispersed through mere physical destruction. When a sepulchral thief is destroyed, its life force immediately inhabits the single most valuable item it has on its possession (often but not always a weapon). Unless the item is destroyed or mystically cleansed, the sepulchral thief reappears 1d10 days after its apparent death. Casting *dispel evil* or *hallow* on the item destroys the thief's essence if the caster makes a successful caster level check against a DC equal to 11 + the sepulchral thief's HD. Destroying the item also destroys the inhabiting essence.

If the thief has two or more items of equal value as its "most valuable" possessions, it inhabits a weapon in favor of any other item; otherwise, choose randomly. So long as the sepulchral thief inhabits an item, that item radiates moderate necromancy and evil, in addition to its normal auras.

See in Darkness (*Sp*): Moreso even than other undead, the sepulchral thief is fully comfortable in the black of night. They can see perfectly in darkness—retaining the ability to distinguish color and texture—to a distance of 60 feet. This applies even to magical darkness.

Shadow Jump (*Sp*): A sepulchral thief gains the ability to travel between shadows as if by means of a *dimension door* spell, just as a shadow dancer can (*DMG* 195). The thief can jump a total of 30 feet each day in this manner. If the sepulchral thief has the shadow jump ability from some other source, such as levels in the shadow dancer prestige class, these total daily distances stack.

Abilities: Increase from the base creature as follows: Dex +4, Int +2, Cha +2. Being undead, a sepulchral thief has no Constitution score.

Skills: Sepulchral thieves have a +8 racial bonus on Balance, Climb, Hide, Move Silently, and Sleight of Hand checks. Otherwise same as the base creature.

Challenge Rating: Same as the base creature +2.

STRATEGIES AND TACTICS

Although a sepulchral thief enjoys causing pain and suffering, it prefers to do so as the result of its thefts, rather than through direct physical assault. Still, it is ready and willing to slay anyone in its way, or anyone who angers it. It prefers to attack from surprise, making use of its sneak attack (and perhaps draining touch) abilities. Under most circumstances, a sepulchral thief prefers to save its shadow jump ability for last-minute escapes, but it might use it to enter a particularly well guarded area or to obtain a tactical advantage in battle.

Because they are frequently of high intelligence, sepulchral thieves are fully capable of focusing their efforts on their most dangerous foes. When faced with a choice of targets, the thief often attempts to slaughter spellcasters first, then melee fighters. Their malice-driven nature makes them prone to holding grudges, and a sepulchral thief might take months or even years planning vengeance on one who thwarted it.

SAMPLE ENCOUNTERS

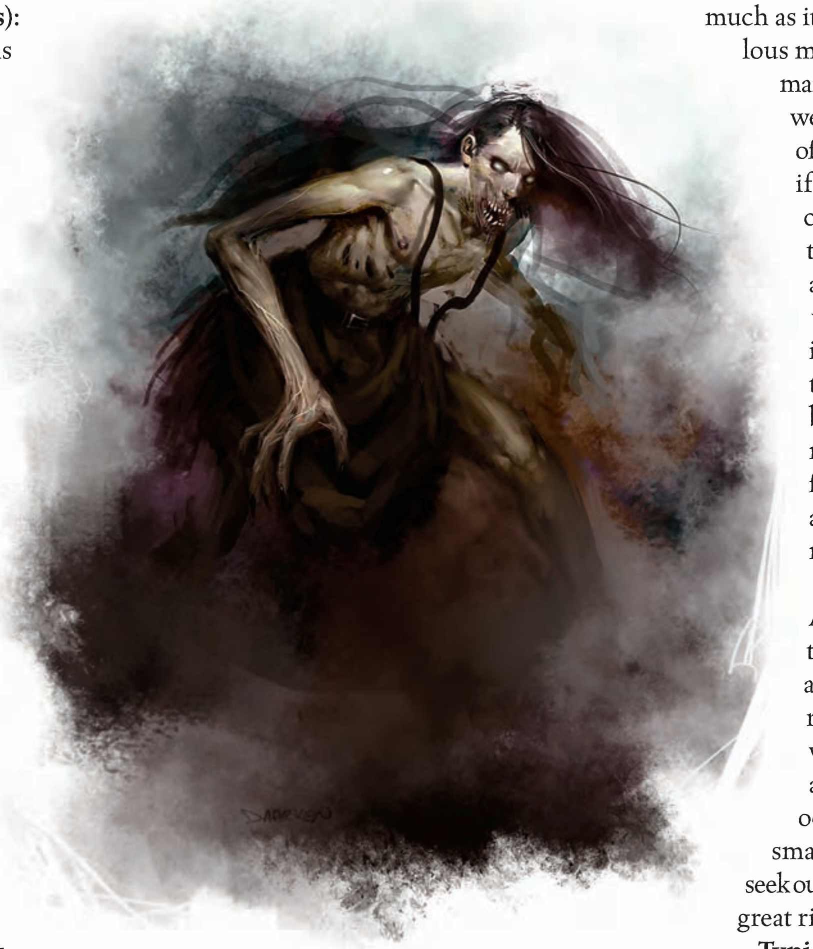
Sepulchral thieves are far too selfish and hate-filled to develop long-term companionships or alliances. On a sporadic basis, however, a sepulchral thief might be willing to work for, or alongside, other criminals or creatures (of course, at the end of the endeavor, the creature is just as likely to betray its ally as it is to follow through on whatever deal was arranged).

Individual (EL varies): Sepulchral thieves are most often found working alone.

EL 12: A 10th-level sepulchral thief has learned of the accomplishments of a number of local heroes—including the PCs. It has set out to strip them, slowly and methodically, of both their treasured possessions and their reputations.

Crew (EL varies): On the rare occasions they do work with others, sepulchral thieves ally with other criminals (particularly organized groups such as guilds), the better to gain access to information and resources they might not otherwise have.

EL 13: An up-and-coming guild has allied with a sepulchral thief in the hopes of destroying a rival organization that is both a criminal guild and a priesthood of a dark and illicit god. The undead creature hopes to use the opportunity to throw the city into chaos by turning the law, the church, and the guild against one another in open conflict. For the time being, the sepulchral thief (the same 10th-level rogue described above) leads a team consisting of four 5th-level rogues.



Sepulchral thief

Illus. by Daarken

ECOLOGY

Only the greediest and most vile of criminals have a chance of rising as a sepulchral thief, even under the proper circumstances, but when they do, they become undead beings of nigh-unstoppable cunning and ability. Sepulchral thieves are scheming and clever, always planning their next acquisition. They are driven by a lusty greed more overpowering than that of any mortal. Like dragons and other monsters, they seek to hoard items of great value, from gold to artwork to items of potent magic. Sepulchral thieves make use of what items they can, but the others simply sit in hidden stockpiles, for it is not the expenditure of wealth that these undead love, but the act of stealing it—and, more important, the suffering such loss causes its original owner. Cruelty as much as greed motivates the sepulchral thief; it seeks out not only items of great monetary value, but great personal value. It desires the last handful of coins owned by a poor family as much as it does the most fabulous masterpiece in a lord's manor. The acquisition of wealth and valuables is of primary concern, but if the sepulchral thief can harm its victims in the process—causing a family to starve for want of coin, absconding with the holy icon that might end a war between nations, or removing the only cure for a plague spreading across a village—so much the better.

Environment: Any. Sepulchral thieves almost invariably dwell in urban regions, where both wealth and victims are plentiful, but they occasionally beleaguer smaller communities or seek out powerful magics and great riches in dungeons.

Typical Physical Characteristics: Sepulchral thieves look like their original race, but gaunt and desiccated. Their flesh hardens, almost like a mummy's, and darkens into shades of gray or dirty white. Their flesh frequently tears sufficiently to expose bits of bone, and their eyes disappear into dark and empty sockets.

SOCIETY

Sepulchral thieves are parasites in humanoid communities, having no society of their own. They view others of their kind as potential rivals; alliances between sepulchral thieves are almost unheard of, and even those that do exist are short-lived and invariably end in betrayal.

Because they still retain intelligence and memories from their past lives, sepulchral thieves are most comfortable in cities that resemble their former homes.

Alignment: The malice and lawlessness inherent to the sepulchral thief makes every last one of them either neutral evil or chaotic evil. A base creature that was lawful evil becomes neutral evil; one that was chaotic neutral becomes chaotic evil; those that were neutral evil or chaotic evil retain that alignment. Although they are sentient, a sepulchral thief literally cannot change to any alignment other than these two, though shifting between the two is possible.

TYPICAL TREASURE

Sepulchral thieves hoard treasure they cannot use, but attempt to equip themselves with the best and most useful items they can. A sepulchral thief carries standard equipment for its CR, but always has one or more hidden stashes of treasure containing that same amount over again. Thus, when faced in their lair (a rare occurrence), such a creature has double normal goods, but when faced elsewhere has only the normal amount.

SEPULCHRAL THIEF LORE

Characters with ranks in Knowledge (religion) can learn more about sepulchral thieves. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (history) or Knowledge (local) checks cannot reveal the nature of these creatures, but they might reveal the names of local criminals rumored to be undead or monstrous.

KNOWLEDGE (RELIGION)

DC	Result
15	On very rare occasions, a villainous and obsessed thief might return from the dead to continue his larcenous ways.
20	Called "sepulchral thieves," these undead felons are somewhat resistant to the power of clerics and to mundane weapons. They radiate an aura that dulls the senses, and their touch can drain the life from a victim.
25	A sepulchral thief steals not merely objects, but life, gaining health even as it injures others. It seeks to steal objects with personal as well as monetary value, and enjoys causing pain and suffering in the process. Only weapons of goodness or law are effective against them.
30	A sepulchral thief can travel through shadows, disappearing from one spot to reappear in another, and can see perfectly well in any darkness.
35	Even when slain, a sepulchral thief might not be gone, as they can inhabit the magic items they possess, returning days later much as a lich with a phylactery. Only destroying the item is certain to eliminate the creature, though *dispel evil* and *hallow* often suffice.

ADVANCED SEPULCHRAL THIEVES

All sepulchral thieves advance using class levels. Rogue is by far the most common class, but a sepulchral thief with levels in bard, fighter, ranger, assassin, and shadowdancer are not uncommon. A sepulchral thief retains its favored class from when it was alive, but considers rogue a favored class as well.

Level Adjustment: As base creature +6.

SEPULCHRAL THIEVES IN EBERRON

Sepulchral thieves appear most frequently in cities where the Dragonmarked Houses have a great presence. While some argue that this is merely logical—the more economically powerful a city, the more likely it has great wonders to steal and a thriving criminal element—others suggest a more sinister connection. These theories range from a curse on the Houses to the influence of demonic forces from Khyber. These creatures appear more frequently in Karrnath than any other nation, and are practically nonexistent in Thrane, most likely due to the frequent use of negative energy in the one, and of positive energy in the other.

SEPULCHRAL THIEVES IN FAERÛN

In Faerûn, these creatures are the creations of Mask, the Trickster and the Thief of the gods. Sepulchral thieves do not necessarily serve Mask, nor do all of them even worship him (though many do). It seems, as with so much else he does, that the dark god created these creatures either as part of some intricate scheme that has yet to fully reveal itself, or simply as a dark and malicious whim.

SWARM, PEST

You hear a cacophony of barks, meows, chitters, and buzzes. Insects and rats, cats and dogs—swarming together!

SWARM, PEST CR 5

N Tiny animal (swarm)
Init +6; **Senses** low-light vision, scent; Listen +8, Spot +8
Languages None

AC 14, touch 14, flat-footed 12
(+2 size, +2 Dex)
hp 48 (10 HD)
Immune swarm immunities
Resist half damage from piercing and slashing
Weaknesses swarm vulnerabilities, wind vulnerability
Fort +8, **Ref** +9, **Will** +4

Speed 15 ft. (3 squares), climb 10 ft.
Melee swarm (2d6 plus distraction plus wounding)
Space 10 ft.; **Reach** 0 ft.
Base Atk +7; **Grp** —
Atk Options distraction, wounding

Abilities Str 4, Dex 15, Con 12, Int 2, Wis 12, Cha 2
SQ swarm traits
Feats Alertness, Improved Initiative, Lightning Reflexes, Toughness

Skills Balance +10, Climb +8, Listen +8, Spot +8

Wind Vulnerability (Ex) Because some of a pest swarm's constituent creatures can fly, high winds can break up the swarm. Wind effects deal 1d3 points of nonlethal damage to a swarm per spell level (or Hit Dice of the originating creature). A pest swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and it doesn't re-form until its hit points exceed its nonlethal damage. Unlike swarms composed entirely of flying creatures, a pest swarm can't be blown away by high winds.

Distraction (Ex) Fortitude DC 16, nauseated 1 round. The save DC is Constitution-based.

Wounding (Ex) Any living creature damaged by a pest swarm continues to bleed, losing 1 hit point per round thereafter at the beginning of the pest swarm's turn. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a *cure* spell or some other healing magic.

Skills A pest swarm has a +8 racial bonus on Balance and Climb checks. (Some individual animals within the swarm can fly, but they stay close to the landbound animals so the swarm stays cohesive.) It can always choose to take 10 on Climb checks, even if rushed or threatened.

A pest swarm uses its Dexterity modifier instead of its Strength modifier for Climb checks.

SWARM RULES

Why a swarm? It's a lot easier to treat a collection of hundreds of animals and vermin as a single creature with one Armor Class, hit point total, and so on.

For convenience, the information on the swarm subtype from the *Monster Manual* is reprinted here.

Swarm Subtype: A swarm is a collection of Fine, Diminutive, or Tiny creatures that acts as a single creature. A swarm has the characteristics of its type, except as noted here. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A swarm attempts saving throws as a single creature.

A single swarm occupies a square (if it is made up of nonflying creatures) or a cube (of flying creatures) 10 feet on a side, but its reach is 0 feet, like its component creatures. In order to attack, it moves into an opponent's space, which provokes attacks of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes attacks of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures.

A swarm of Tiny creatures consists of 300 nonflying creatures or 1,000 flying creatures. Swarms of nonflying creatures include many more creatures than could normally fit in a 10-foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. (A pest swarm of 1,200 creatures is composed of four pest swarms, each one occupying a 10-foot square.) The area occupied by a large swarm is completely shapeable, though the swarm usually remains in contiguous squares.

Traits: A swarm has no clear front or back and no discernible anatomy, so it is not subject to extra damage from critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons.

Reducing a swarm to 0 hit points or lower causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms that contain flying creatures are susceptible to high winds such as that created by a *gust of wind* spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures (see Winds, *DMG* 95). For example, a pest swarm (considerd to be composed of Tiny creatures) can be blown away by a severe wind. Wind effects deal 1d6 points of nonlethal damage to a swarm per spell level (or Hit Dice of the originating creature, in the case of effects such as an air elemental's whirlwind). A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not re-form until its hit points exceed its nonlethal damage.

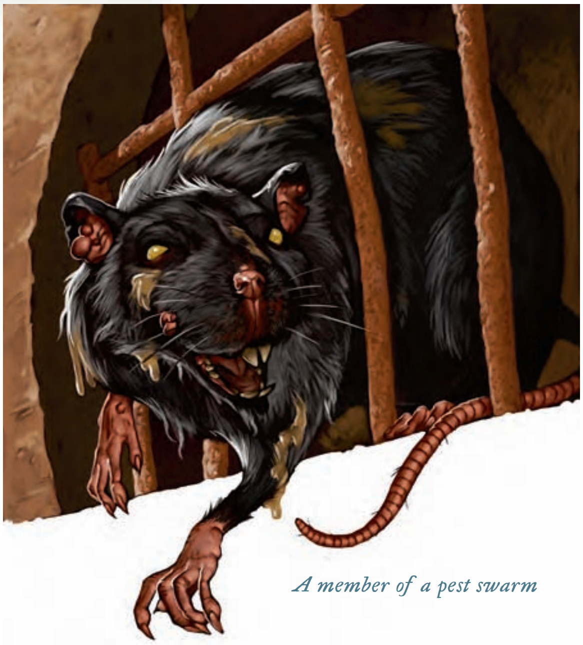
Swarm Attack: Creatures that have the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's statistics block has "swarm" in the Attack and Full Attack entries, with no attack bonus given. The amount of damage a swarm deals is based on its Hit Dice, as shown below.

Swarm HD	Swarm Base Damage
1–5	1d6
6–10	2d6
11–15	3d6
16–20	4d6
21 or more	5d6

A swarm's attacks are nonmagical, unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, and other special abilities usually give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, poison, blood drain, or other kinds of attacks in addition to normal damage.

Swarms do not threaten creatures in their square, and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 swarm's HD + swarm's Con modifier; the exact DC is given in a swarm's description) negates the effect. Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Concentration check.



A member of a pest swarm

Illus. by W. Maby

The pest swarm is a horde of the city's unwanted denizens: stray dogs, feral cats, rats, and bugs of every kind. When clustered together, they wreak havoc with thousands of miniscule claws and bites.

Pests rarely congregate into swarms like the one described above. The *summon pest swarm* spell (found on page 67) creates a sufficient accumulation of cats, dogs, rats, and insects to be considered a swarm.

STRATEGIES AND TACTICS

Pest swarms created by the *summon pest swarm* spell move at the direction of the spellcaster. Those rare examples of pest swarms not created by magic move randomly across the city until dispersed.

ECOLOGY

In theory, a pest swarm could form in any location that has a large population of its constituent creatures, such as a forest. However, in a natural environment of that sort, the conditions that would prompt a swarm to gather—in particular, a shortage of easily available food—do not come into play.

Environment: Pest swarms are found only in cities, being composed of creatures native to that environment.

Organization: A solitary pest swarm occupies a 10-foot square. As many as four pest swarms might congregate in one location, so that they take up four contiguous 10-foot squares.

Typical Physical Characteristics: The individual creatures that form a pest swarm vary in size from Diminutive to Small. For ease of play, assume that on average, the creatures in the swarm are Tiny. And while it consists of some insects and other vermin, the swarm as a whole has animal characteristics.

ZEITGEIST

Before your eyes, the sights of the city—random detritus, smoke drifting in the wind, even parts of old buildings—suddenly rise up and begin to coalesce into a single, towering figure.

ZEITGEIST **CR 23**

CN Huge fey (incorporeal)

Init +1; **Senses** all-around vision, low-light vision; Listen +26, Spot +30

Languages Common, Dwarven, Elven, Gnome, Sylvan, plus one more as appropriate to the specific city; telepathy 5 miles (but only within the city)

AC 16, touch 16, flat-footed 15

hp 270 (20 HD); fast healing 10

SR 34

Fort +16, **Ref** +13, **Will** +15

Speed fly 60 ft. (12 squares) (perfect)

Melee none

Space 10; **Reach** 15

Base Atk +10; **Grp** —

Special Actions urban manifestation

Spell-Like Abilities (CL 20th):

At will—*animate objects, call lightning storm* (DC 22), *calm emotions* (DC 19), *confusion* (DC 20), *contagion* (DC 20), *fear* (DC 20), *impeding stones** (DC 18), *make whole, move earth, produce flame, remove disease, repel metal or stone, repel wood, soften earth and stone, spike stones* (DC 21), *stone shape, swarm sphere** (DC 20), *wall of iron, wall of stone, wood shape, zone of peace** (DC 22)

Abilities Str —, Dex 13, Con 30, Int 22, Wis 16, Cha 25

SQ incorporeal traits, invisibility

Feats Cleave†, Great Cleave†, Improved Bull Rush†, Improved Sunder†, Power Attack†, Quicken Spell-Like Ability (repel metal or stone), Quicken Spell-Like Ability (repel wood)

† A zeitgeist has access to these feats only while it is manifested

Skills Appraise +29, Concentration +33, Diplomacy +32, Gather Information +9, Intimidate +30, Knowledge (architecture) +29, Knowledge (history) +29, Knowledge (local) +29, Listen +26, Search +33 (+35 secret doors), Sense Motive +26, Spellcraft +29, Spot +30, Survival +3 (+5 following tracks)

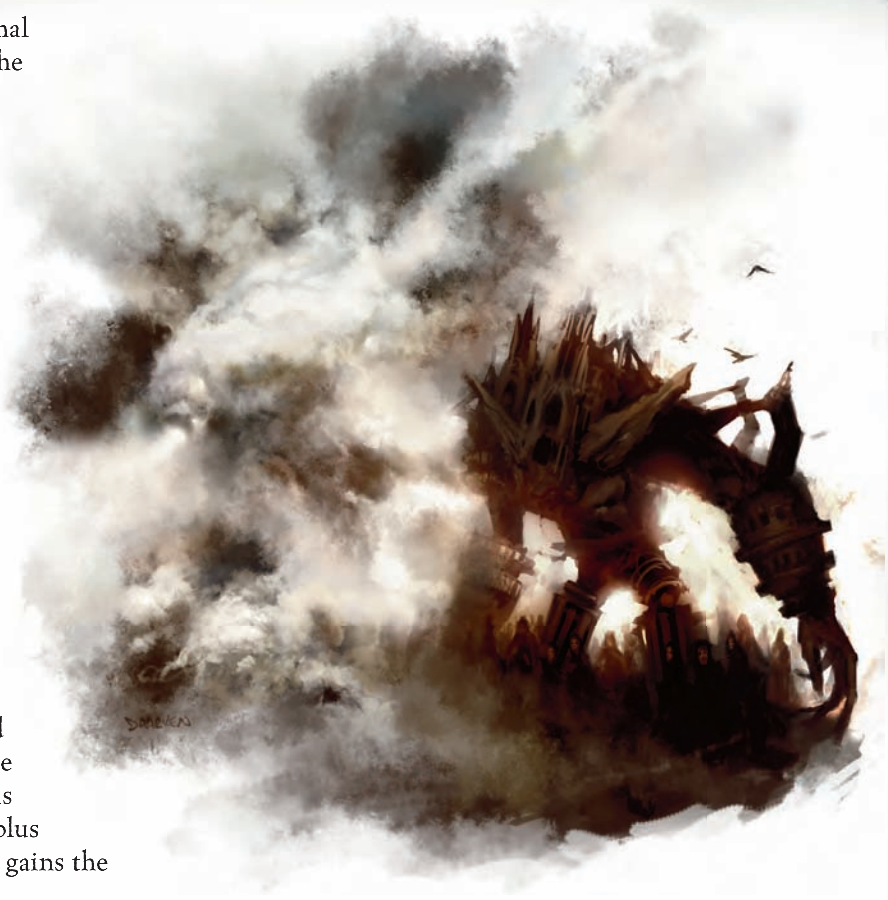
All-Around Vision (Ex) A zeitgeist is a part of the city that surrounds it, so it sees from all directions at once, providing it a +4 racial bonus on Search and Spot checks. Opponents gain no benefits when flanking a zeitgeist.

Greater Invisibility (Su) A zeitgeist remains invisible even when it attacks. This ability is constant, but the zeitgeist can suppress or resume it as a free action.

Urban Manifestation (Su) Once per day, a zeitgeist can assume a form composed of smoke, of stone detritus and portions of old buildings, or even of humanoid figures. In manifested form, a zeitgeist is no longer invisible or incorporeal. It gains the specific qualities noted under the appropriate manifestations, below, and loses the benefits of the incorporeal subtype. Should a zeitgeist's urban manifestation be destroyed, it dissipates and must wait 24 hours before it can use any of its abilities again.

While a zeitgeist is manifested, the following changes to its statistics are in effect: AC 19 (touch 9, flat-footed 18); Melee +14/+14 (see below for type and damage); Grp +24; DR 15/cold iron and magic; Str 22.

The zeitgeist is a strange, phantasmal fey that appears to be generated by the lives and emotions of those living in an urban center. It is capable of assuming multiple forms; each is drawn from the building blocks of the city and culture.



Zeitgeist

Illus. by Daarken

Mob Manifestation

A zeitgeist can take the form of a mob of humans (page 124), albeit of Huge size. It cannot make slam attacks in this form, instead making mob attacks as described in that entry. It retains its own Hit Dice, hit points, and abilities, rather than adapting those of the mob.

Smoke Manifestation

A zeitgeist in this form appears to be an enormous cloud of semi-solid rolling smoke. In smoke form, the zeitgeist's melee attacks are slams dealing 2d4+6 points of damage (plus fire damage, as described below). It gains the following abilities:

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against a zeitgeist manifested as smoke.

ZEITGEIST LORE

Characters with ranks in Knowledge (arcana) or Knowledge (nature) can learn more about zeitgeists. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs. If a character comes from a culture without large cities, the DC of this check increases by 5.

Knowledge (Arcana or Nature)

DC	Result
20	Zeitgeists are urban fey. This result reveals all fey traits.
30	Zeitgeists are strange, phantasmal fey that spontaneously arise in some select cities. They are driven by the alignment and emotion of the city's populace, and are capable of manifesting in several physical forms.
35	A zeitgeist's forms include a body of smoke, a body of stone and buildings, and a mob of humanoids. It can see in all directions, and is capable of using a great number of magical abilities at will.
40	Destroying a zeitgeist in any of its manifested forms does not destroy the creature permanently. This result provides a semicomplete list (roughly 75% accurate) of a zeitgeist's spell-like abilities.

Choke (Ex): In smoke form, the zeitgeist can move into an opponent's square as though making a trample attack. The victim takes 1d4 points of damage and must make a DC 26 Fortitude save or be sickened by the choking vapors. This effect lasts as long as the creature remains within the smoke and for 1d4 rounds thereafter.

Fiery Slam (Ex): A zeitgeist deals 1d4 points of damage with its slam attack. The heat of the smoke is not sufficient to set creatures or objects alight, however.

Subtypes (Ex): A zeitgeist manifested as smoke gains both the air and fire subtypes.

Flight (Ex): A zeitgeist manifested as smoke is naturally buoyant. At will as a free action, it can produce an effect like that of the *fly* spell (caster level 5th), except that the effect applies only to itself. This ability gives it a fly speed of 120 feet (perfect).

Stone Manifestation

A zeitgeist taking this form appears to be a huge humanoid figure, composed of stones, detritus, and even whole buildings. In stone form, a zeitgeist's melee attacks are two slams dealing 2d8+6 points of damage. In this form, a zeitgeist gains the following abilities:

Earth Mastery (Ex): A zeitgeist manifested as stone gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the zeitgeist takes a –4 penalty on attack and damage rolls.

STRATEGIES AND TACTICS

Zeitgeists are solitary creatures that consider the city to be their territory and their protected ground. They are incapable of leaving "their" city and they die if the city is destroyed.

Zeitgeists manifest almost exclusively in violent conditions, so they always appear combative. Zeitgeists do not deliberately work with other creatures, though they might wind up fighting alongside others who seek to defend the city. Because they are driven by the emotions and alignment of the community, their behavior can be wildly unpredictable.

SAMPLE ENCOUNTERS

Zeitgeists do not deliberately ally with other creatures, but they sometimes manifest under circumstances that make conditions unusually dangerous.

EL 23: A zeitgeist appears when its city falls under siege. Unfortunately, because the battle has already moved within the walls, it considers soldiers on *both* sides a danger to the city, and kills indiscriminately.

EL 24: An enormous riot, covering multiple districts, has generated sufficient emotional resonance to bring forth the city's zeitgeist. Driven by the mob's uncontrolled emotion, the zeitgeist is proving just as mindlessly destructive.

EL 24: A zeitgeist appears in the midst of a natural catastrophe such as a flood. The fear of the populace drives it to strange behaviors. It rescues some citizens but kills others, without apparent rhyme or reason.

ECOLOGY

Zeitgeists, unlike most fey, appear to have no biological needs. So long as their city survives, they survive. They do not age, but neither do they reproduce. Rather, a few cities seem to spontaneously generate these strange fey.

Environment: Zeitgeists appear most frequently in metropolises, and grow progressively less common as cities grow smaller. Even among metropolises they are exceptionally rare, and so far nobody has yet determined why one city manifests a zeitgeist when a dozen others like it do not.

Typical Physical Characteristics: Creatures able to see invisibility describe an unmanifested zeitgeist as a vaguely humanoid-shaped bank of mist, roiling with multiple colors. The colors appear to match those hues most commonly worn by the people of the city.

SOCIETY

Zeitgeists do not see themselves as members of a specific race; that is, one zeitgeist never gives any thought to the possibility of other zeitgeists. Rather, each sees itself as a natural part of the community from which it formed.

Zeitgeists do what they can to protect their cities, yet they can also prove destructive to those same communities. This is due to the zeitgeist's driving factor—the emotions of the citizenry. If a large portion of the population is angry (such as during a riot or repulsing an attack), the zeitgeist grows angry. If the populace is scared, the zeitgeist grows scared, and might lash out at random targets. Zeitgeists see the city as important, but they view individual parts of the city—such as specific buildings or people—as less so. A zeitgeist rarely hesitates to destroy creatures or places, so long as it is not putting the entire city at risk.

Alignment: A zeitgeist's alignment actually varies dramatically. It normally shares the alignment of the majority of the population of its city. This alignment is heavily influenced by emotion, however. Thus, since the zeitgeist normally manifests only during periods of conflict, it normally manifests with a chaotic neutral alignment—its only concern is either to preserve itself or its city, or to wreak destruction to assuage its rage or fear.

ADVANCED ZEITGEISTS

Few zeitgeists grow larger than that discussed here, but a few truly large and ancient cities might generate larger zeitgeists. A zeitgeist of up to 30 Hit Dice remains Huge, while zeitgeists of 31 to 60 Hit Dice are Gargantuan.

ZEITGEISTS IN EBERRON

Zeitgeists are surprisingly rare on Khorvaire, perhaps due to the destruction that was wrought by the Last War, and the number of cities that were decimated during that conflict. They appear more frequently within the few large cities found on Xen'drik and Sarlona.

ZEITGEISTS IN FAERÛN

Zeitgeists appear most frequently in those cities that can trace their ancestry back to the Netheril Empire, or to those that played hosts to wandering gods during the Time of Troubles.

CHAPTER FIVE
RUNNING THE CITY

Illus. by D. Bircham

To truly make an urban campaign come alive, and to take full advantage of all the city has to offer, the Dungeon Master must do more than simply incorporate guilds, churches, and urban NPCs into an otherwise traditional game. The urban campaign has a mood and feel all its own, and can be used to accomplish things, to set up specific plot points and to tell particular tales, that cannot happen elsewhere.

WHY THE CITY?

So why run an urban campaign? What is it that city-based fantasy has to offer that other settings do not?

First and foremost, they permit the characters to retain a connection to a "normal"—or at least a previous—life. They are still concerned about their forthcoming adventure—the next monster to face, and the next treasure to retrieve—but characters also have the opportunity to visit with family, to build their own tavern or shop, to hold down a career as a city guard, a gladiator, a spellcaster-for-hire, or even an adviser to the duke. Urban campaigns are a great opportunity for players to flesh out their characters' interests, personalities, and activities in ways that other campaigns cannot offer, and for DMs to set up the sort of adventures they could not arrange elsewhere. The city offers adventurers the opportunity not only to hunt monsters in the sewers or track down a killer in the slums, but also to overcome political rivals in the local guild, figure out why the magistrates are suddenly allowing criminals to roam free, and to investigate an arson attempt on their own tavern. A monster hunt takes on a whole new meaning when the PCs have family dwelling in the victimized district, or when they themselves are threatened by the economic damage caused by closing shops.

Not all these challenges will appeal to all players, of course. Some players prefer straightforward monster hunts, and that's fine. The city is as viable a site for such adventures as anywhere else, and these players face new tactical challenges as they must figure out how to defeat the monsters in the alleys or the catacombs without harming the buildings and the bystanders around them. For players who want a greater variety of challenges, however, the city offers a veritable buffet. The PCs might have to hunt monsters one day, solve a murder the second, protect their reputations from the slander of a guild rival the third, prove themselves innocent of a writ of outlawry the fourth, and finally track down the mastermind behind

DEVIS' DEN OF DELIGHTS

Illus. by H. Lyon

In an urban campaign, characters have more—but they also have more to lose

all these events by the time the weekend is over. The city still gives heavy fighters and combat-oriented arcanists a chance to shine, while offering the skill-masters, the negotiators, and the researchers their moments in the spotlight as well.

Perhaps most important, at least in the eyes of some players, is the opportunity to really delve into the goals and motivations of their characters. It's all well and good to set out on adventures for fortune and glory, but what are the character's motivations? What does she plan to do with all the treasure hoards she liberates? In a city campaign, the players can spend time not only acquiring those riches, but putting them to immediate use. One character might visit with their poverty-stricken family, offering them more money from one adventure than they've seen in a lifetime. Another might buy that old tavern he used to love, renovating it and hiring an old friend to run it while he continues his adventuring lifestyle. Such an establishment might even serve as a useful base of operations where the group can relax between quests, and where anyone who wishes to hire them knows they can be found.

Alternatively, characters might have other career goals, activities and objectives that the DM can use to bring adventure to them, rather than sending them searching for it. The PCs might be members of the city guard or the baron's personal investigators, dispatched to deal with monsters, hauntings, and mysteries that the average watchman cannot handle. Perhaps the characters are members of a gladiatorial stable, fighting in the arena once a week or so while spending the rest of their time building a reputation by hunting strange creatures outside the coliseum. Maybe they are undercover temple inquisitors, seeking jobs in the city government, all the while investigating reports of corruption and demon-worship in the ranks of the senate. Or perhaps they're all members or employees of a particular merchant house, with a cause no more noble than protecting the family's assets against both political and monstrous threats.

In short, an urban campaign might focus heavily on the minds, the lives, the desires, and the goals of the characters. It's certainly not impossible to explore these aspects in other campaigns, but the city setting makes it a much easier task.

This not only provides options for players, but for the DM as well. The fact that the players have a personal stake in their characters' lives, homes, and surroundings means that any threat to the area hits them much harder, and grabs their attention more solidly. Most heroes respond if a city is threatened by a dragon, a corrupt leader, or even a simple flood—but when it's *their* city, with their families and their careers and their shops, it becomes a much more urgent matter.

It's possible to overdo this, though. The occasional threat to everything the PCs have worked for is fine. If it becomes a "city-destroying monster of the week" campaign, however, it tends to lose its punch.

Thankfully for the DM, the urban environment offers far more than just the opportunity to hit the players where they live. Just as the city allows noncombative PCs to shine, so too does it allow the Dungeon Master to break out unusual villains. Been itching to try out an NPC bard, but never had the chance because you knew she couldn't stand up to the group in a direct fight? Make her a politician, or a high-ranking member of a guild or noble house. She's a rival of the PCs, someone who doesn't fight them head on, but ruins their good names, buys out goods or establishments on which they've had their eye, ruins the careers of their friends and contacts. She is a villain the PCs cannot simply kill; they must put up with her efforts against them until they find a means of outmaneuvering her, of digging up her secrets and learning her goals, of bringing her down politically just as she has tried to do to them.

The city offers the opportunity for mystery. Even if a group is capable of facing off against deadly monsters and brutal killers, they can't do much until they find their adversary. Bodies left in alleyways, missing magic items—these all require investigation before their culprits can be defeated. If you've never run adventures like this before and are starting to get nervous, never fear. Advice for running political games, mysteries, and more can be found later in the chapter. And again, if you'd rather just stick with more straightforward adventures, we've got you covered there, too.

Beyond the villains, a city campaign allows the DM to explore a cast of NPCs in greater detail than elsewhere. While he still must portray multiple personalities, as compared to the one that each of his players portrays, the DM has the opportunity to delve into NPCs' goals and mannerisms in greater detail than many other campaigns allow. In a city campaign, it is highly likely that the group develops a select group of allies and acquaintances with whom they deal on a regular basis (see Contacts, page 57). These can, in a sense, almost become the DM's own characters. So long as the Dungeon Master maintains perspective, and never allows them to overshadow the player characters, this can be a wonderful opportunity for the DM to get to know his characters almost as well as the players get to know theirs.

Finally, despite taking place in a largely fixed environment with a cast of recurring characters, the urban setting offers the DM a surprising amount of flexibility to shake up the campaign. In how many other campaigns can the DM alter the entire feel of the setting by replacing a single NPC? In the city, if the duke dies and is replaced, or if the council falls under the sway of a particular member, or even if a guild simply changes hands, everything in which the PCs are involved might change as well. The city's laws and procedures might be altered. A group of heroes might suddenly find themselves declared outlaws or suddenly and inexplicably lose favor with the nobles. Political allies might become rivals and vice-versa. The urban campaign allows the DM almost infinite room for change, if he's not afraid to shake things up.

CITY HISTORY

It's important for the DM to have some sense of what's happened in and to the city in the generations before the campaign takes place. This doesn't mean that he must have an in-depth written history, complete with names and dates (though there's nothing wrong with that, if that's the sort of preparation you enjoy). Rather, he simply needs to know basics and generalities of the city's past. For what purpose was the city founded, if any? Has it faced any major struggles or invasions? Was it the site of any great battles, or vital mystical discoveries? Did a previous settlement exist here? Have there been any violent uprisings or overthrows of the government? Does it have any holy (or unholy) significance?

This basic level of knowledge is vital, and not just so the DM has something to say when a PC rolls a 27 on her Knowledge (history) check. Nothing shapes the current status of a city, and even its physical construction, like what has come before. If it was once the center of some dark religion, a tiny hidden remnant of that faith might yet exist as a cult. If a previous city stood here, ruins or underground catacombs might exist beneath the city's sewers. If the city has faced violent uprisings or powerful criminal guilds in the past, the government probably maintains a larger and more effective city guard than in other communities. And of course, the motivations and purpose behind the founding of the city have a strong impact on its layout, as described in Chapter One.

Not only do these historical events shape the city, they provide the basis for many adventures. The aforementioned cult could become a long-term enemy of the group, or a sinkhole in a sewer tunnel might reveal undiscovered catacombs just waiting for intrepid explorers. An ancient text that mentions a trove of powerful magic items hidden somewhere in the city might spark a competition between numerous factions as they attempt to locate the hoard before their rivals do.

The following section suggests ten historical events that might have occurred in a city, the effects those events might have had on city development, and plot hooks related to those events. Dungeon Masters can drop any of these situations into a city as-is or use them as a springboard for inspiring brand new ideas.

TEN HISTORICAL ADVENTURES

1. Before the city was constructed, a powerful wizard made his lair in the region.

Effect on City: Abnormal amounts of mystical hazards.

Plot Hook: Several of the wizard's lairs are hidden under the city, and in the wilderness around it. Each lair provides clues that, when combined, lead to the wizard's greatest and most potent discovery.

2. The city was built on ground consecrated to some forgotten god or demon.

Effect on City: Demons and undead are relatively common here; the city's graveyards are all affected as if by a *desecrate* spell.

Plot Hook: The remaining cultists of this god are slowly working to corrupt all other churches from within.

3. The city has faced invasion by several different enemy forces.

Effect on City: The city has thick walls and powerful defensive magics; all citizens are required to serve two years in the militia.

Plot Hook: Knowing the city's defenses are strong, enemy sleeper agents dwell among its citizenry, hoping to undermine it from within and render it vulnerable to attack.

4. The city government has been overthrown violently, at least once, during the past century.

Effect on City: The current ruling power is paranoid, cracking down on dissent with brutal force; subtract 1 from the city's law rank (see below) for each violent overthrow.

Plot Hook: Someone claiming to be the rightful heir to one of the prior governments is seeking aid reclaiming her throne. Is she a better ruler than the current government? Does she have any real legal right to power? Will returning her to power do enough good to make the necessary violence worthwhile?

5. The city has dealt with a recent famine or shortage.

Effect on City: Prices of food (or whatever was in short supply) remain high.

Plot Hook: People's efforts to stockpile an emergency supply, combined with a poor growing season (or perhaps enemy action), threaten a new shortage. The government is looking for adventurers to find new supplies, or perhaps a magical solution.

6. The city has dealt with a major crime wave or criminal guild war in the past few generations.

Effect on City: The city watch has enormous power to do its job, and is practically fascist in its attitude.

Plot Hook: The guard is arresting innocents on the flimsiest of excuses. Someone must rescue these people before they are executed for "treason," and perhaps find a way to fix the system.

7. The city has faced recent economic hardship, perhaps due to shortages, war, or simply weak markets.

Effect on City: Roads and structures are in disrepair, city services are negligible, and most of the citizens have grown impoverished.

Plot Hook: Plague, crime, and monsters are all rampant, because the city cannot or will not deal with the causes of these problems. Adventurers are desperately needed, but the rewards are low.

8. The middle and upper classes have received a major influx of riches in the past few generations, perhaps due to local mining or the immigration of wealthy merchants.

Effect on City: Gold and silver have grown so common as to be devalued; goods and services cost 25% to 100% more than their standard values, and those among the poor who have not grown richer are now even less able to afford what they need.

Plot Hook: Those few who benefit from the influx—the mining guilds, or nobles who are being paid off by the rich merchants—have grown corrupt, and seek to maintain the status quo by any means necessary. If someone does not find a way to change the situation, many of the poor will literally starve to death.

9. When the city was founded, the land on which it stands was taken, by either deceit or force, from the people or creatures who dwelt there.

Effect on City: Ruins and relics still exist beneath or around the city.

Plot Hook: The government needs adventurers to explore the remaining ruins. Additionally, the descendants of the people or creatures who once ruled the land have recently reappeared, and are threatening violence.

10. The city was the site of a civil, racial, or religious war.

Effect on City: Members of the losing faction are persecuted and harassed to this day.

Plot Hook: The government or dominant church is growing tyrannical in its persecution of innocents who happen to belong to the hated faction. Alternatively, members of that faction are advocating violent overthrow of the government or dominant church.

THE URBAN CRAWL

In many ways, the city is itself a dungeon. There might be no ceiling above a rogue's head as he wends his way through a maze of alleys, but that doesn't mean his path is clear. And anyone who thinks that traps aren't a concern in the city unless you're in someone's home has obviously never been set up by a trio of scam artists or lured into an ambush by a city-dwelling monster. Even those who've lived in a big city all their lives can still find new and dangerous things to learn about their urban home, making it the ideal site for a life of adventure.

Big-city life, known here as "the urban crawl," offers everything an adventurer could ask for (or ask to be spared from): activity, employment, entertainment, death, politics, taxes, and more. Much attention has been paid in *Cityscape* to the establishment, development, and manipulation of power groups, primarily through the system of houses, guilds, and organizations, and the integration of contacts therein. Later in this chapter, we go Beyond the Dungeon (see page 152) and take a look at how to tell certain types of ongoing stories.

Before all that, however, we'll discuss some of the meat of the urban crawl. City life differs from rural and monastic life in a number of ways, and those differences merit examination. From taxes to race relations to discussion of specific city sites, the information presented in this section gives DMs a solid baseline from which to develop three-dimensional cities and city-based sagas.

The first way in which the urban crawl differs from life in other environments is the sort of random challenges one might encounter while simply making their way around the city. The following table should serve as an example of how a random encounter table might look when geared specifically to an urban environment. Details, of course, should differ from city to city, depending on variables such as climate and location.

URBAN CRAWL FEATURES

Adventuring within a city is itself a challenge. Typical city features that could pose obstacles to characters adventuring in a city include city walls, building walls and roofs, gates and doors, narrow streets, and dark alleys. The following provides a summary of typical city features.

City Walls: A typical exterior city wall is a fortified stone wall 5 feet thick and 25 feet high. Such a wall is fairly smooth, requiring a DC 30 Climb check to scale. The walls are crenelated to provide convenient cover, with just barely enough room (3 feet wide) for guards to walk along the top of the wall. Interior walls range from 10 to 25 feet high, and few are crenelated.

Small Interior Wall: 1 foot thick, hardness 8; hp 180; break DC 35; Climb DC 20.

Table 5–1: Random City Encounters

d%	Encounter	Number	CR	EL
01–02	Allip	1	3	3
03–04	Black pudding	1	7	7
05–06	Carrion crawler	1d4+1	4	7
07–08	Cesspit ooze*	1	9	9
09–10	Choker	1	2	2
11–12	Dire rat	3d6	1/3	4
13–14	Fungus, shrieker	1d3+2	1	4
15–16	Fungus, violet	1d3+1	3	6
17–18	Fungus patch (1d3+1 violet fungi plus 1d3+2 shriekers)	1	1–3	7
19–20	Gelatinous cube	1	3	3
21–22	Ghost	1	7	7
23–24	Giant ant, worker	2d3	1	4
25–26	Giant ant, soldier	1d3	2	4
27–28	Giant ant crew (1d6+5 workers plus 1 soldier)	1	1–2	7
29–30	Giant bee	1d4+1	1/2	2
31–32	Giant beetle, bombardier	1d4+1	2	5
33–34	Giant beetle, fire	1d6+5	1/3	3
35–36	Giant beetle, stag	1d4+1	4	7
37–38	Giant wasp	1d4+1	3	6
39–40	Gibbering mouther	1	5	5
41–42	Gnoll	4	1	3
43–44	Gray ooze	1	4	4
45–46	Grick	2	3	4
47–48	Grimlock	1	1	1
49–50	Mephit, ooze	1d3+1	3	6
51–52	Mimic	1	4	4
53–54	Mohrg	1	8	8
55–56	Monstrous centipede, Tiny	4d4	1/8	1
57–58	Monstrous centipede, Small	1d6+5	1/4	2
59–60	Monstrous centipede, Med.	1d4+1	1/2	2
61–62	Monstrous centipede, Large	1d4+1	1	3
63–64	Monstrous centipede, Huge	1d4+1	2	4
65–66	Monstrous scorpion, Tiny	4d4	1/4	3
67–68	Monstrous scorpion, Small	1d6+5	1/2	4
69–70	Monstrous scorpion, Med.	1d4+1	1	3
71–72	Monstrous scorpion, Large	1d4+1	2	5
73–74	Monstrous scorpion, Huge	1d4+1	6	9
75–76	Monstrous spider, Tiny	4d4	1/4	3
77–78	Monstrous spider, Small	1d6+5	1/2	4
79–80	Monstrous spider, Med.	1d4+1	1	3
81–82	Monstrous spider, Large	1d4+1	2	4
83–84	Monstrous spider, Huge	1d4+1	4	7
85–86	Ochre jelly	1	5	5
87–88	Otyugh	1d3+1	4	7
89–90	Phasm	1	7	7
91–92	Ripper*	1	6	6
93–94	Shambling mound	1	6	6
95–96	Stirge	1d8+5	1/2	5
97–98	Swarm, pest*	1	5	5
99–100	Swarm, rat	1	4	4

*Described in this book.

Large Interior Wall: 2 feet thick, hardness 8; hp 360; break DC 35; Climb DC 20.

Watch Towers: Some city walls are adorned with watch towers set at irregular intervals. Few cities have enough guards to keep them constantly stationed on the towers, unless the city is expecting attack from outside. The towers offer a superior view of the surrounding countryside, as well as a point of defense against invaders.

The towers are 10 feet higher than the city wall, and their diameter is 5 times the thickness of the wall. Arrow slits line the outer sides of the upper stories of the towers, and the top is crenelated in a similar manner to the walls. In small towers (25 feet in diameter), simple ladders typically connect the tower's stories and the roof. In larger towers, stairways fulfill that purpose.

In a small city, heavy wooden doors, reinforced with iron and bearing good quality locks, block entry to the towers, unless the towers are in regular use.

Reinforced Wooden Doors: 2 inches thick; hardness 5; hp 20; break DC 25; Open Lock DC 30.

As a rule, the watch keeps the keys to the tower secured away in the guard house.

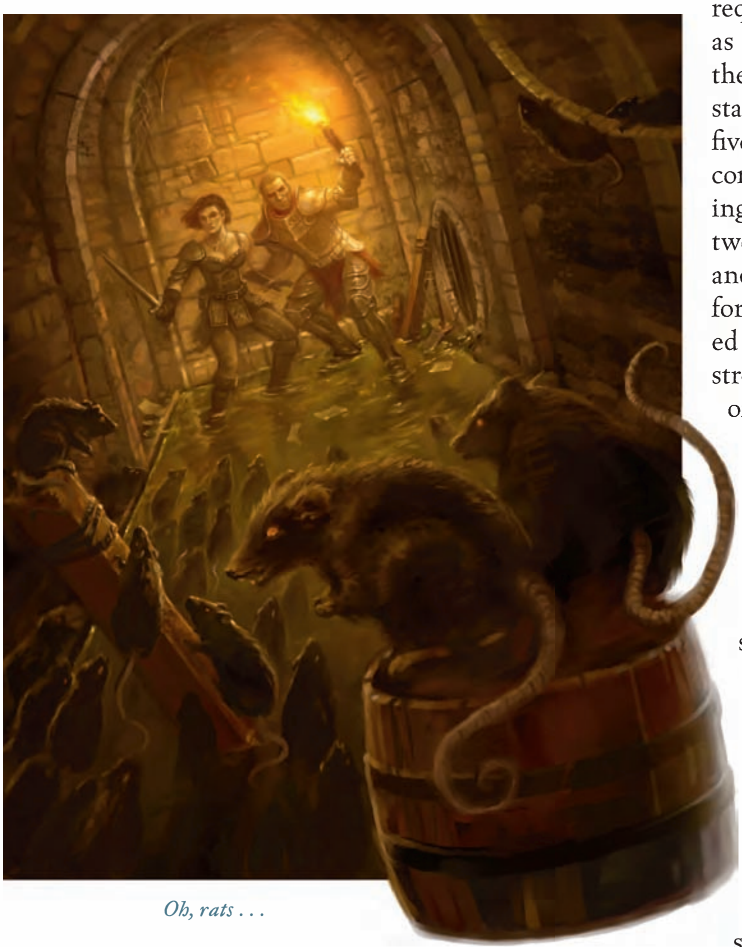
Gates: A typical city gate is a gatehouse with two portcullises and murder holes above the space between them.

Portcullises: 2 inches thick; hardness 10; hp 60; break DC 25 (to lift only).

Smaller cities' gates or lesser gates in a large city are simply large iron double doors set into the city wall.

Iron Doors: 2 inches thick; hardness 10; hp 60; break DC 28.

Gates are usually open during the day and locked or barred at night. Depending on the city and how its wards are laid out, residents might be forbidden from traveling from ward to ward after sundown, or the guards might allow passage only under specific circumstances.



Oh, rats . . .

Illus. by H. Lyon

Streets: Typical city streets are narrow, twisting, and crowded. Most streets average about 15 feet wide, while alleys range from 10 feet wide to as little as 5 feet from wall to wall.

Some cities, particularly cities that grow organically from small settlements to larger cities, have no large thoroughfares. Cities that are planned, or that have suffered a major fire that prompted authorities to construct new roads, might have a few larger streets through town. These main roads are about 25 feet wide—offering room for wagons to pass each other—with 5-foot-wide sidewalks on either side.

Buildings: Most city buildings are made of a combination of stone or brick (on the lower one or two stories) and timbers (for the upper stories, interior walls, and floors). Typical roofing materials are shingles, tile, thatch, and slate.

Brick or Stone Wall (Lower Stories): 1 foot thick, hardness 8; hp 90; break DC 35; Climb DC 25.

Wooden Wall (Upper Stories): 6 inches thick, hardness 5; hp 60; break DC 20; Climb DC 21.

Most city buildings fall into three categories. The first, which includes inns, successful businesses, and large warehouses—as well as manufacturers that require extra space such as millers, tanners, and the like—are large, freestanding buildings up to five stories in height. Next come the majority of buildings in the city, which are two to five stories high and built side-by-side to form long rows separated by secondary or main streets. These row houses often have businesses on the ground floor, with offices or apartments above. The last category includes humble residences, shops, small warehouses, or storage sheds, most of which are simple one-story wooden affairs.

Exterior doors on most buildings are good wooden doors that are usually kept locked, except on public buildings like shops and taverns.

Wooden Doors: 2 inches thick; hardness 5; hp 15; break DC 18; Open Lock DC 25.

Doors on the simplest buildings or sheds, as well as most interior doors, are flimsier:

Wooden Doors: 1 inch thick; hardness 5; hp 10; break DC 13; Open Lock DC 25.

Rooftops: A standard element of city-based adventures is the chase over the rooftops. Getting to a roof usually requires climbing a wall (and making Climb checks), unless the character can reach a roof by jumping down from a higher window, balcony, or bridge. Flat roofs are common only in warm climates (piled snow can cause a flat roof to collapse), but are always easy to run across. Moving along the peak of a roof requires a successful DC 20 Balance check. Moving on an angled roof surface without changing altitude (moving parallel to the peak) requires a Balance check at a DC of at least 15, possibly higher depending on the conditions. Moving up and down across the peak of a roof requires a DC 10 Balance check.

A crisis point in a rooftop chase often arises at a dead-end, when the person being chased ends up on a roof with no escape, requiring a long jump across to the next roof or down to the ground. The distance to the next closest roof is usually 1d3×5 feet horizontally, but a higher roof than the one a character is on is much more difficult to jump to. Use the guidelines on page 77 of the *Player's Handbook*—a horizontal jump's peak is one-fourth of the horizontal distance—to determine whether a character can make a jump.

Example: Rhaud the rogue is fleeing his pursuer across the rooftops. He reaches a dead end, and the nearest roof is 8 feet across an alley—and 4 feet above. He needs a Jump check good enough to clear 16 feet (or four times the rise in height).

Lighting: If a city has main thoroughfares, most will be lined with lanterns hanging at a height of 7 feet from building awnings. These lanterns are spaced 60 feet apart, so their illumination is all but continuous. Secondary streets and alleys are rarely lit; it is common for citizens to hire lantern-bearers when business calls them out after dark.

Alleys can be dark places even in daylight, thanks to the shadows of the tall buildings that surround them. A dark alley in daylight is never dark enough to afford true concealment, but it can lend a +1, +2, or +3 circumstance bonus on Hide checks, depending on the specific conditions.

TAXES

It's been said that nothing is certain but death and taxes, and nowhere is that truer than in the largest urban centers. The specific amount might vary, but in most cities, only the exceedingly rich and the completely destitute get out of paying taxes of some variety or other; in some areas, even the latter receive no exemption. In times of peace, the tax rate in most civilized areas ranges from 10 percent to 20 percent, though this range can exist within the same tax year, since not everyone pays the same percentage of tax. In times of war, or among harsher governments, the tax rate can rise as high as 50 percent. Generally speaking, taxes are broken up into national and local taxes, and the responsibility for collecting both is typically left to the city (if a settlement is large enough to be a city, it's large enough to process its own taxes and deliver them to the government). If the city is beholden to no higher government, as is the case with city-states, the city still collects taxes for both, but typically leaves the distinction between the two invisible. All the people need to know is that some of their taxes go to national efforts, and the rest to the city.

Similar to taxes, tithes are dues paid out to an organized body, in this case a temple or church. Unlike taxes, which the government actively collects, tithes are generally offered freely, a sign of support on behalf of the faithful. Of course, the spirit of tithing is occasionally betrayed by the letter of implementation, and in areas where a particular faith dominates (especially an evil-aligned or law-obsessed sect), tithes can be expected or even demanded. In cities where the power center is heavily influenced or controlled by the church, and particularly in theocracies, tithes are often included in the secular taxation process, creating in effect a system of set-asides whereby taxpayer monies can be funneled to religious groups and programs. In most cities, though, tithes are as they've always been—voluntary offerings from churchgoers.

Tithes are usually requested on an annual basis, and typically amount to one-tenth of a member's annual earnings (after taxes). Most faiths make special exceptions to this for adventurers. Due to the relationship of an adventuring member (and his allies) with his church, most faiths request that adventurers tithe 10 percent of their earnings from an adventure as soon as it concludes. Not only does this expedited tithing system prevent massive amounts of gold from burning holes in the pocket of the faithful (many of whom aren't used to seeing thousands of gold pieces in the same place), but it also acts to keep money in the regions in which it is found. If an adventurer is going to loot an area for all its worth, the least he can do is leave some gold behind at the local church. Needless to say, local secular governments tend to appreciate this practice a great deal.

RACE RELATIONS

The definitions in the *Dungeon Master's Guide* that define the amount of racial mixture in a city—isolated, mixed, or integrated—present the percentages but not the whole story. An important question is how the races relate to each other, and particularly how the members of the dominant race (generally the largest group) relate to the other races in the city. The district types (see Chapter 1), by including dwarf, elf, gnome, and halfling neighborhoods, assume a fairly integrated society, in which members of all the races retain their own customs while being equal citizens of the city. The goblinoid ghetto district could follow the same model, or—true to its name—it could imply a situation where the goblinoids are an isolated and somewhat persecuted minority within the city. Consider the following models when defining the roles of the races in your city and their relations.

Assimilation: One race has been completely assimilated into another. Its members share neighborhoods, customs, clothing, mannerisms, and language with the members of the dominant race. The assimilated race's cultural traditions are all but forgotten. Racial prejudice, if it exists at all, is minimal, since even members of the dominant race tend to see the assimilated ones as just like them.

Ghetto: Members of one race are confined to certain city neighborhoods or outlying reservations within the territory of the other race. Very little interaction occurs between the two races, which at least allows the lesser race to maintain much of its culture and traditions, as well as a certain degree of autonomy. The ghetto is governed from within, though its members are subject to the laws of the nation they reside in. They might leave the ghetto areas, at least temporarily, but usually are required to carry legal papers and must return to the ghetto by nightfall.

Integration: Members of both races are equal citizens of a single nation, while retaining their own customs, traditions, and even languages (though a common tongue makes trade and other interactions possible). Neither law nor common practice gives preference to either race.

Slavery: The members of one race or culture are enslaved by the other, probably as the result of war or colonization. Slavery has a profound and far-reaching influence on the culture of the enslaved: where that race's cultural traditions survive, they are usually practiced in secret since they are most likely prohibited by the enslaving culture, and they often undergo significant transformations under the influence of the dominant culture. It is possible, as in ancient Rome, for individual slaves to rise to positions of power and influence, but most slaves live in impoverished and dehumanizing conditions. The institution of slavery should always be regarded as an evil by any good-aligned characters in a campaign.

Underclass: The members of one race form a separate and very unequal social class in the dominant society. They might be freed slaves or the remnant of a conquered nation, and their status in the society remains second-class at best. Little or no opportunity for advancement is afforded to the members of the underclass, and personal prejudice against them is deeply ingrained in the dominant society. Acts of violence or mob "justice" against members of the underclass are not uncommon. The native culture of the oppressed race is viewed with scorn by the dominant race.

JOBS

Even in the wildest urban fantasy environments, most city-dwellers are not adventurers. They are alchemists and architects, laborers and lawyers, scribes and smiths, just like everywhere else. The living wage these common folk earn will vary somewhat depending on the region, the size of their city, and the wealth of the nation in which the city is located, but by and large will follow a standardized rate in most fantasy settings. The following table shows the average weekly income for occupations in the average fantasy city.

TABLE 5–1: AVERAGE INCOME

Occupation	Weekly Net Income*
Alchemist	7 gp
Armorer	4d4 gp
Attorney	7 gp
Bookbinder	6d4+6 sp
Bowyer	6d4+6 sp
Clerk	3 gp
Cobbler	6d4+6 sp
Cook	1d4+6 sp
Engineer	4 gp
Gemcutter	6d4+6 sp
Groom	10 sp
Innkeeper	2d4 gp
Laborer	7 sp
Limner	4 gp
Locksmith	4d4 gp
Maid	7 sp
Mason	6d4+6 sp
Mercenary (basic)	15 sp
Mercenary (skilled)	3 gp
Performer	2d4 gp
Porter	7 sp
Sage	3d4+6 gp
Tanner	6d4+6 sp
Scribe	6d4+6 sp
Teamster	6d4+6 sp
Valet	15 sp
Weaponsmith	4d4 gp

* In unusually wealthy cities, these figures are adjusted upward. Add 1 gp or 1 sp (as appropriate) to any static value; add 1d4 gp or 1d4 sp (as appropriate) to any value that involves a die roll. In particularly poor cities, these figures are adjusted downward by the same amount.

Characters of various classes—both PC classes and NPC classes—fill a tremendous variety of roles within a city, and neither roles nor titles often neatly correspond to a given class or level. Two people with the exact same rank and function within the city watch might be a warrior 5 and a fighter 3. The High Priest at one temple might be a cleric 12 while the same role at another temple is filled by an adept 3 (or even a commoner 6). Multiclassing only muddies the waters further: a cleric 4/fighter 6 might serve a primarily religious function, or might be a member of the city guard (who supports the guard with healing magic), or could even be a templar charged with defending a temple against attack. The following lists are intended to help you imagine what roles NPCs of various classes might fill within a city, but by their very nature they are more limiting than the "reality" of a fantasy city.

Barbarians: adventurer, bandit, bodyguard, bounty hunter, freedom fighter, gladiator, mercenary, soldier.

Bards: acrobat, actor, adventurer, adviser, alchemist, ambassador, assassin, buffoon, courier, diplomat, diplomatic aide, freedom fighter, herald, jester, juggler, messenger, minstrel, music instructor, teacher, tutor.

Clerics: acolyte, adventurer, adviser, ambassador, bounty hunter, chaplain, cultist, diplomat, diplomatic aide, healer, high priest, knight, priest, teacher, templar, tutor.

Druids: acolyte, adventurer, adviser, bounty hunter, cultist, herbalist, hermit, high priest, priest, templar.

Fighters: adventurer, assassin, bandit, bodyguard, bounty hunter, champion, city guard, freedom fighter, gladiator, knight, lord, mercenary, officer, soldier, templar, thug, trainer.

Monks: acolyte, adventurer, adviser, assassin, bodyguard, cenobite, city guard, cultist, hermit, high priest, officer, priest, trainer.

Paladins: adventurer, adviser, champion, justiciar, knight, lord, soldier, templar, trainer.

Rangers: adventurer, bandit, bodyguard, bounty hunter, freedom fighter, mercenary, scout, soldier, templar, trainer.

Rogues: adventurer, ambassador, assassin, bandit, burglar, crime lord, cultist, cutpurse, diplomat, freedom fighter, mayor, security consultant, scout, spy, thug, trapmaker, troubleshooter.

Sorcerers: adventurer, adviser, alchemist, assassin, battlecaster, bodyguard, cabalist, court wizard, cultist, fortuneteller, magic item dealer, spellcaster for hire, tutor.

Wizards: adventurer, adviser, alchemist, assassin, battlecaster, bodyguard, cabalist, court wizard, cultist, fortuneteller, magic item dealer, sage, scholar, scribe, spellcaster for hire, student, teacher, troubleshooter, tutor.

Adepts: acolyte, alchemist, cabalist, cultist, fortuneteller, high priest, magic item dealer, priest, sage, scholar, scribe, spellcaster for hire, student.

Aristocrats: ambassador, bureaucrat, chancellor, diplomat, diplomatic aide, knight, mayor.

Commoners: apprentice, artisan, barkeep, farmer, fisher, innkeeper, journeyman, maintenance worker, merchant, servant, serving staff, shopkeeper.

Experts: acrobat, actor, apprentice, artisan, barkeep, buffoon, bureaucrat, caravan leader, diplomat, fisher, innkeeper, jester, juggler, journeyman, magic item dealer, merchant, minstrel, professional, sage, scholar, scribe, serving staff, shopkeeper, student, tutor.

Warriors: bandit, bodyguard, city guard, mercenary, soldier, templar, thug, trainer.

CITY LOCATIONS

Once armed with an idea as to the sorts of races, classes, and vocations found in his city, the DM must then put it all into context. This section provides a sampling of locations that can help make even the most basic sites—blacksmiths, curio shops, restaurants, tanneries, town halls, and more—come to life and stick in players' minds. Most of the information provided under each entry is available to PCs with a successful DC 15 Knowledge (local) or DC 20 Knowledge (history) check, depending on the particular piece of information.

Apples and Oranges: This unassuming little store began as a simple produce stand that mainly sold, as one can imagine, apples and oranges. But when the stand's owner, Dora-lae Underhill (N female gnome adept1/commoner3) started making a habit of engaging passersby in conversation, an unusual thing happened. What started with casual comments about the quality of others' purchases turned swiftly into an open-ended dialog with her community. People would bring goods to Dora-lae's stand, where she would provide detailed appraisals of the products' age, quality, and craftsmanship—including precise estimations as to when the products would break down or go bad and suggestions for alternate purchases—all in a matter of seconds. And all they'd have to do by way of recompense was to buy a piece of fruit or two. Dora-lae's advice was so sound, and her knowledge of the design of things so innate, that she eventually decided to start charging for it. She opened a store she called Apples and Oranges, where people could come to compare products in a knowledgeable, unbiased way. And, of course, to buy fruit.

Catch of the Day: The proprietor of the best seafood restaurant in town knows that there are really only two types of city restaurateur: The ones who want to make good impressions, and the ones who want to make good *food*. Chef Trumblek (LN male half-orc fighter

COMMONER OR EXPERT?

Is the blacksmith on Winding Way a commoner or an expert? In game terms, it makes no difference insofar as the smith's ability to make items from iron is concerned; a commoner and an expert of the same level probably have the same skill ranks in Craft. In terms of the game world, commoners are more often menial laborers than master artisans. In a small village, the only blacksmith might be a commoner, but with little opportunity to advance in level, a commoner can't compete in a big city with plenty of expert blacksmiths. The blacksmith who is a true expert might have commoner apprentices and a number of other commoners who tend his forge and carry his firewood.

The difference between commoners and experts lies primarily in education and opportunity. A person born into a commoner family rarely becomes an expert, and hardly ever learns skills—even specific Craft or Profession skills—other than those that her family teaches her. The child of a farmer learns Profession (farmer) and Handle Animal, takes Skill Focus (Profession), and tends his parents' farm his whole life. An expert's child has more money available and receives a better education—not necessarily a formal education, but enough to master many more skills.

All that said, the majority of the humanoid population is made up of commoners, not experts. Cities represent the largest concentrations of noncommoners in the world, but even in a bustling metropolis teeming with PC-classed characters, experts, and aristocrats, commoners still make up the majority of the population. Remember this statistic when placing experts and other NPCs in your city, and don't be afraid to make the majority of NPCs your players encounter commoners. After all, most craftspeople don't need six skills—one is enough to make a living.

2/commoner 3) has always considered himself one of the latter, and if the popularity of his business is any indicator, he's done so to his credit. Although the Catch of the Day doesn't boast a prime location or the prettified decorations of its many competitors, the food is superb and prices are set to accommodate purses of every size. The result is a dining experience that's hard to beat. Even the atmosphere is more pleasant than it might otherwise be, given its location, since most regulars know that causing trouble is liable to bring the six-foot-seven-inch, 285-pound Trumblek out of the kitchen, meat cleaver in hand. And nobody wants *that*.

Edman's Tannery: As one might expect, this location houses the operation of a local tanner. What makes this one stand out is that it's owned and operated by Edvart Edman (CG male human expert 4), who is blind. With but a single assistant at his disposal, many would assume that Edvart could scarcely hope to compete with his sighted peers, but his is one of the most successful operations of its kind in the city. His reputation for both speed and excellence has grown roughly in proportion to the spread of rumors surrounding the source of his talent. Those who have heard that he knows when customers are trying to cheat him on his fees suspect black magic; those who have actually seen such exchanges firsthand and watched as Edvart twirled each coin between his slim fingers, know the truth is far more ordinary and thus far more special. Edvart Edman needs neither charm nor magic spell to do his job.

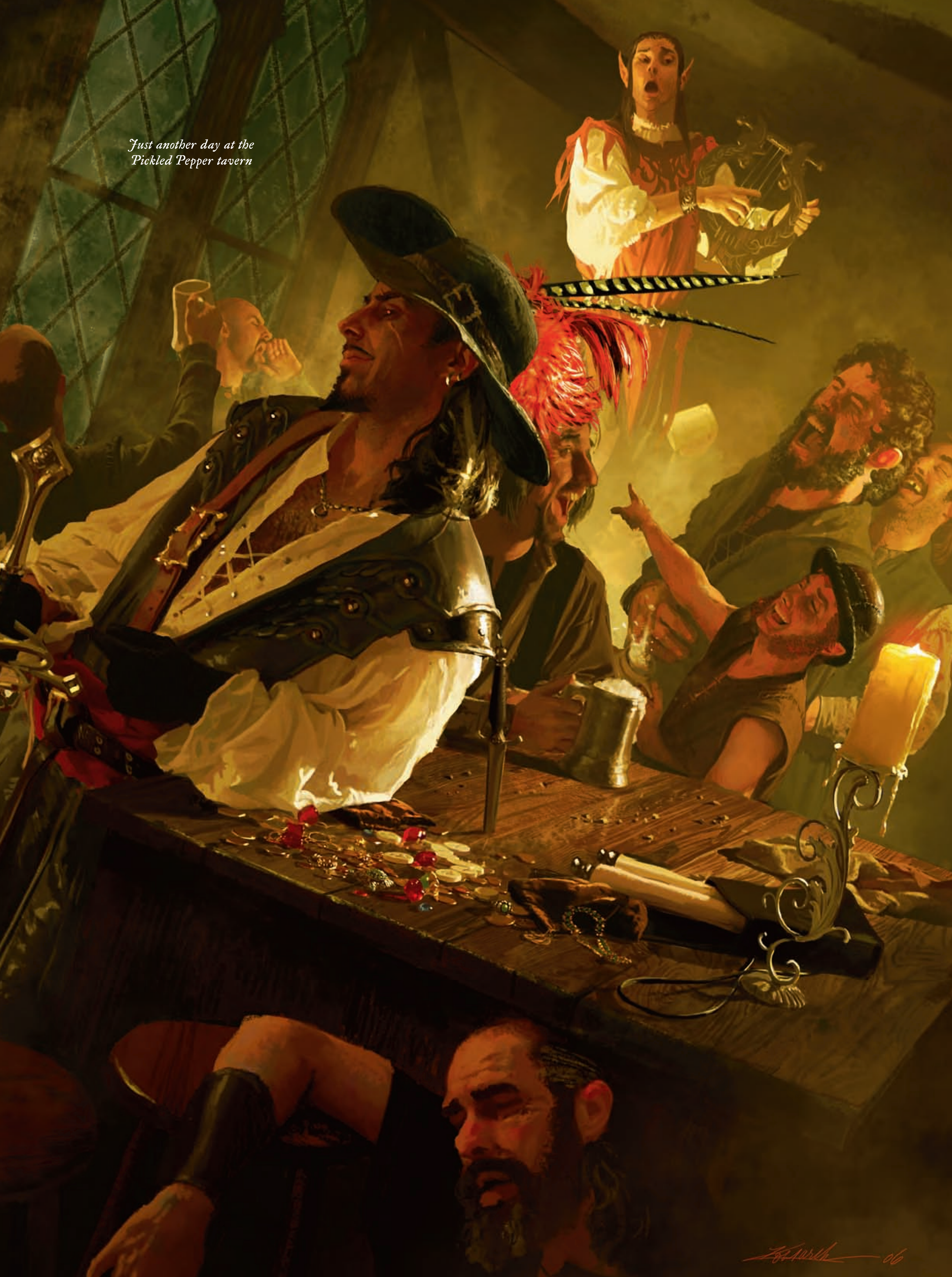
The Grace of Goddess Ministry: Located on a quiet lane in the poorest district, the Grace of Goddess Ministry has stood since the city was young, weathering storm, fire, and invasion for decade upon decade. In fact, the ministry is so old that it has even outlived its patron deity, whose worship was strong when the city was founded, but fell out of favor during an ancient war and has stayed out of favor ever since. Today, the ministry's function is more civic than religious, and the remaining religious element has been specifically nondenominational for decades now—a fact which angers more than a few of the city's religious elite. Over the years, some have been so irked that they've tried to suffocate the ministry into closure, but every attempt has failed miserably, leading many to believe that the ministry has a wealthy benefactor who prefers to remain anonymous. Since the ministry's workers refuse to comment, the topic remains an item of gossip on the street. The ministry's doors are open 24 hours a day to souls in need, and many of the city's poor would have died long ago were it not for the noble efforts of Mother Antigona (LG female dwarf cleric 7) and her nursemaids, as well as the brave women who came before them.

Manley and Son: When Utaref Manley (CG male human expert 9) came to the city from the lands to the north, he came with nothing but a hammer and the clothes on his back. He even had to rely on another blacksmith's charity to gain access to an anvil (to say nothing of a proper forge) until he'd earned enough to make his own way. But make his way he did, eventually opening his own smithy operation. He considered his life blessed even before the beautiful elf woman came into his shop not long after, so when she bore him a son two years later, he wondered which god of his pantheon he had pleased in a former life. Sadly, some other people in the neighborhood viewed the fruit of their union as "an abomination in the eyes of god," and several of them tried to tar and feather the boy on his way home from school one day. His mother tried to intervene and, in a freak accident, was struck in the head with a rock and died. Although Utaref expected he would not outlive his elf bride, he did his best to raise their child—Erik Utarefson (CG male half-elf expert 4)—by himself, and when Erik came into his own as a blacksmith, he was added to the legend hanging outside his father's business.

Odds and Endings: This pleasant storefront, located in the Merchants Quarter, is one of the most popular shops in the city, at least among the working class. Originally, the store was home to the combined offices of a bookbinder/collector and a scribe who went into business together as "Atherton-Smyde" (after the surnames of the two proprietors). After a rather explosive and public falling out, the scribe moved uptown to open his own store (see The Poison Pen, below), and Atherton-Smyde was closed for business. But though its doors stayed locked and its windows boarded up, the building was never demolished and no one new ever moved in; for almost a year, it just sat. When it finally reopened for business, it did so under the name "Odds and Endings," a store specializing in providing "hard-to-find solutions for everyday problems." Its proprietor, Fenley Atherton (LN male human expert 7/wizard 3), had liquidated his interest in Atherton-Smyde in order to build inventory for this new endeavor, and the move paid off. From the moment its doors opened, Odds and Endings has been a fixture of the community. The working class can find almost anything it needs, from inexpensive but top quality tools and rare medicinal herbs to minor magic items, all at substantially reduced costs.

The Pickled Pepper: When the passingly famous but undeniably indefatigable Marvis Hopps (CN male halfling bard 11) finally retired from a life of bar- and plane-hopping, swashbuckling and wench-pinching, he did what he always said he would: He took his earnings from his last adventure (he was never one for saving) and opened a bawdy tavern in his favorite city. Hopps' retirement dream might not be located in the fanciest part of town, but the nightlife can't be beat. Folks come from all over the city to partake of both the many different kinds of ale—some of which,

Illus. by M. Komarck



Just another day at the Pickled Pepper tavern

Marvis boasts, cannot be found anywhere else on the same plane, let alone the same city—and the many varieties of entertainment. It is said that as long as an act can make Marvis smile, he'll give it a chance on his stage (though poorly received entertainers tend to regret ever stepping foot thereon, after the merciless ribbing of Hopps and the other patrons). And if one catches him on a somewhat quieter night, he just might regale them with stories of his adventures alongside the notorious Quip of Sigil, the last (reluctant) scion of an infernal throne.

The Poison Pen: Originally in business with Fenley Atherton, Luthaby Smyde (LE male human expert 3/wizard 7) took his interest in their business and opened a new store in the Nobles Quarter called the Poison Pen. The storefront legend says the shop is a place where one can purchase books and scribing supplies, as well as hire the services of the resident scribe-in-residence. In truth, the store is primarily a facade that allows Smyde the opportunity to service high-end clientèle in the realm of scroll-based magic. He sells scrolls of rare and dangerous spells at an increased markup and even provides scrolls that are themselves deadly weapons (cursed parchments, scrolls that explode when opened, and so on) on a case-by-case basis. He deals primarily with the rich and corrupt and is not above silencing a former customer, should such measures be necessary. As a shop owner, he's neither patient nor understanding (by a far stretch), but he knows better than to make a mess where he eats. As a result, customers can expect not to be harmed in any real way while in his shop, but are well-advised to watch their purse strings.

Questions and Antlers: When the esteemed naturalist and druid activist Imoian Mellari disappeared from the city without a trace, operation of his business affairs fell to his only living relative, his grand-niece, Mara (NG female human commoner 1/wizard 3). Problem was, Mara had long since committed herself to the study of the arcane, and didn't know much about the natural world, certainly not enough to run a store whose primary purpose was to provide answers about such topics. But when she took over the store, she found that her grand-uncle had cunningly hidden much of his knowledge among old store records and had further chronicled many of his personal thoughts and experiences in a set of hide-bound journals he hid in the attic. As much to protect the trove of information as to continue her grand-uncle's legacy, Mara committed herself to running the store, and has grown increasingly intrigued by it ever since. A series of bizarre incidents, including the death and spontaneous reanimation into undeath of her familiar—a field mouse named George—has led her to question just what her grand-uncle really did with his life, and what really happened the night of his disappearance.

R.J. Weatherford Memorial Hall: Erected on the site of the former town hall, this new town hall features a hand-carved atrium and an elaborate sandstone plaque memorializing R.J. Weatherford, perhaps the most popular mayor in the city's history. When the former building burned down on the anniversary of Weatherford's death, the city council took it as a sign that the blackened foundation should be razed, and a brand-new building dedicated to Weatherford erected in its place. The active mayor at the time made some noises about threatening to veto the proposition, but allowed the motion to pass at the last minute, surprising many of his constituents in the process. Those close to the situation whisper of rumors that the mayor's daughter's stage-coach was set ablaze the night before he was to veto the construction.

BEYOND THE DUNGEON

As previously mentioned, the urban campaign is very well suited to traditional adventures, but it also lends itself to stories and plots that go beyond crawls and delves. These sorts of adventures can be tricky to run, particularly if the DM is unaccustomed to doing so. As promised, then, the following sections contain advice and suggestions for running other sorts of urban adventures.

CRIME SPREES

Even the most powerful villain is beatable when the PCs know without a doubt that he is the foe. But what happens when the perpetrators are multitudinous and largely unconnected? What if the true foe is a trend or prevailing attitude in the city at large? Catching a clever serial killer might be difficult (see Mysteries, below), but at least the problem is solved when he's finally brought to justice. With crime sprees, the PCs can quickly come to feel as if they're drowning in problems. The DM won't want his players feeling as though there's nothing they can do but grind through each petty criminal, one at a time, in a vain attempt to stem the tide of a larger social calamity. As such, the best bet is to establish a root cause for the crime spree—a person or event to which the bulk of the recent rash of crimes can be traced. If a particular event is to blame, such as the imprisonment of a local crime boss or the assassination of the local sheriff, then the ultimate solution to the problem should lie in rectifying the event in question.

If the crime spree began after the jailing of an influential criminal figure, the PCs might be put in the intriguing position of having to negotiate with him through the bars of his prison cell. Crime sprees of any length or "efficiency" are usually the result of coordinated efforts, and it could fall to the PCs to determine who is leading the criminal charge in the boss' absence. If the spree is bad enough, and the local law enforcement clearly in over their heads, the PCs might have to do the crime lord a favor of some kind, in exchange for his promise to rein in his thugs and return some law and order to the beleaguered city. Since this is ultimately just a patch (and doesn't feel particularly heroic in any event), the PCs will still be faced with the root of the problem: a crime lord rules the city, not the local officials.

Some root events just can't be rectified. If the cause of the current crime spree was the death of a local leader, whether criminal or otherwise, then nothing short of the *resurrection* of that leader will constitute a true rectification (and even if some local high priest was willing to do such a thing, it would again be just a patch, not a solution to the real problem). Trickier still, what if the root cause turns out to be the passing of a new tariff on a particular set of goods or services? In these situations, the PCs will likely have to resort to putting away their swords and spells and pulling out their thinking caps. Finding a good solution to a complex problem means doing some homework and asking some tough questions. Are the crimes the result of resentment among the poor, or are they the handiwork of a network of career criminals? And if the latter is true, are they doing so under someone's orders, or specifically because nobody is left to rein them in? Only by finding the answers to the tough questions can the PCs arrive at a solution.

GUILD/ORGANIZATION CONFLICT

Given their importance within and influence on the urban landscape, it is inevitable that the city's various power groups will come into conflict sooner or later. If the DM decides to focus some or all of his city-based campaign on such conflict, two questions must be answered before he even thinks about putting pen to paper. The first question is, "What is the scope of the conflict?" Even if the DM opts to restrict himself to the options provided in Chapter Three, that still provides him with nearly two dozen different groups (and even that's only painting in the broadest of strokes). Does he intend to plunge the city into an all-out guild war, with each guild working actively and aggressively to dismantle the infrastructure of the others? If so, he again needs to find a root cause.

More often than not, the most effective approach is to just pick two guilds or organizations in particular, and make the decision to set the two at odds with one another. This is easiest to do with predominantly evil or criminal groups, such as the slavers guild and the thieves guild, who usually don't need much of a reason to engage in protracted conflict with other organizations. Just as simple and effective, however, is the advancement of hostilities between two existing rival organizations. Since many organizations revolve around a particular agenda or ideology—especially political and religious groups—it's usually just a simple matter of coming up with an incident or event from which the new spate of hostilities can stem.

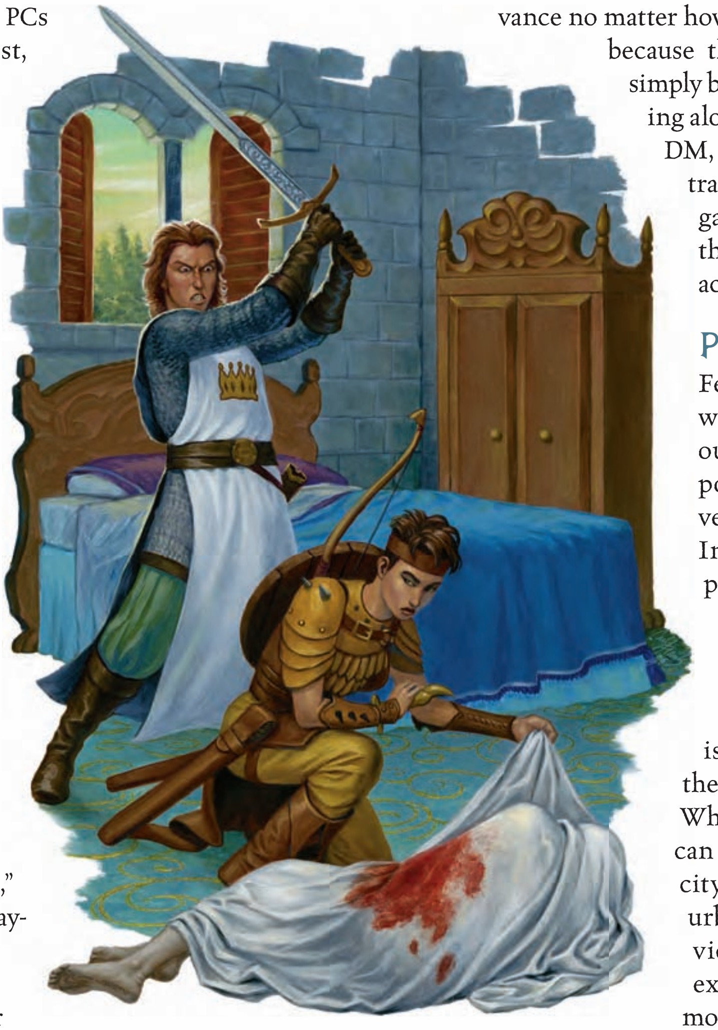
It's important to remember that part of defining scope is setting the parameters of the conflict. Once the groups and the causes of the conflict have been established, the DM needs to determine just how those parties are conflicting. Do they strike at one another socially, at high society events and the like, in an attempt to weaken their opponents' credibility or image? Or are their salvos more directly political in nature, with each group attempting to secure the support of local political figures, or even other prominent organizations, in its bid for supremacy? If the DM decides that the conflicting parties have fallen to violence, he must decide when and why the conflict turned bloody, as well as what sort of shape that violence takes. Do the rivals send assassins to one another's homes, or are large-scale battles taking place in the streets in broad daylight? The DM needn't establish every single detail ahead of time, but knowing how things came to be is instrumental in telling the story.

The second and perhaps most important question the DM needs to answer before embarking on a campaign or campaign arc of this nature is how to get the PCs involved. Even if the PCs are good-aligned defenders of the city, the matter of how they come to know and become involved with a particular conflict will color the scope and tone of their involvement. If the DM is using the systems outlined in this book as the model for his urban campaign, it is highly likely that the PCs will belong to at least one house, guild, or organization themselves, or at a bare minimum, will at least have contacts within similar groups. If this is the case, how will the PCs feel about a conflict between the two (or more) groups in question? If one of the characters is a member of one of the conflicting groups, it creates a seamless way to get the group involved but invites a host of new questions—some of which might prove challenging to answer. And if the DM wants to really shake things up, he can establish a conflict between groups who each have representation within the player characters, thus forcing the characters to work out the conflict among themselves before attempting to address it in their respective groups at large.

MYSTERIES

Urban settings make perfect backdrops to mysteries and investigation-based adventures. Some unknown killer might be stalking the slums, continually thwarting the efforts of the city watch to catch him. Valuables vanish from magically protected safes. People commit crimes totally out of character for them, and have no memory of doing so. Someone is collecting damaging information on all the political figures of the city, blackmailing them into passing certain laws. A ghost haunts the embassy district, and all efforts at destroying it have failed; someone must learn what drives it, and help it resolve those issues. All the people have simply disappeared from a particular house or neighborhood. A mysterious smell is permeating the temple quarter, making people ill, and no source can be found. Any of these situations, and many more, require an intrepid and clever group of heroes to track down and eliminate the problem.

When the DM sets out to run a mystery, first he must decide is who the perpetrator is, and why. In an urban campaign, this involves an extra step: deciding if the mystery leads to someone the PCs already know, have dealt with, or at least heard of. Following a train of clues to somebody in the city government, or someone the PCs thought they could trust, has much more of an impact than discovering some person they've never met. On the other hand, not *every* mystery can lead back to someone they know, and sometimes involving an established NPC in a mystery would dramatically change the political or social makeup of the city. If the individual behind a mystery is a character you've created for that particular adventure, try to arrange for the PCs to meet, or at least hear of, that individual before they discover he is the culprit. Mix in his introduction with those of other, unrelated characters—"red herrings," as it were—to keep the players thinking.



When investigating a mystery, keep your guard up—the villain might just be someone you trust

Illus. by C. Frank

Don't be afraid to introduce a large number of clues; it's always better to include too many than too few. This rubs some Dungeon Masters the wrong way. Why would a master spy allow a guard to catch a whiff of a cologne distinctive to his culture, *and* let himself be overheard speaking to his secret contact, *and* leave bribe money and a map of the palace in his room where a search by investigators will find it? All of these point to the ambassador as the spy, but he's supposed to be an expert! One such mistake is possible, if not likely, but all three?

The DM must remember, however, that his players cannot see the big picture as he can. They might not find all those clues, or they might fail to recognize their significance. If they find one clue, and follow it to the culprit, they need never know that three or four other clues existed. On the other hand, if the DM provides only one clue and the players miss it, the entire adventure could stall.

Similarly, a puzzle that's too easy is better than one that's too hard. If the PCs track down the leader of the political conspiracy too swiftly, the DM can always make the next one tougher. If they cannot seem to advance no matter how hard they try, perhaps because they've missed clues or simply because they aren't thinking along the same lines as the DM, they might grow frustrated. Better to keep the game moving, and allow the players their sense of accomplishment.

POLITICAL EPICS

Few story arcs are as rewarding as those with outcomes that have the potential to shape the very course of history. In some fantasy campaigns, this grandeur of scope often manifests itself in stories of epic significance to the setting—what is commonly known as the "save the world" plot. While these sorts of stories can certainly take place in a city-based campaign, the urban environment provides an opportunity to explore the notion in a more familiar, and usually more engaging, manner. Consider a typical story of this sort: An evil wizard has discovered an artifact capable of awakening a fiendish wyrm from a millennium of slumber. When the wizard threatens to unleash his demonic dragon upon an unsuspecting city, and it falls to the PCs to thwart him, a "save the world" plot has emerged. If the characters aren't successful, the wizard and his new ally will most assuredly destroy the city, and aren't likely to stop there, either. This is an example of how a typical epic-scale plot still works in the urban environment.

Now consider a plot that accomplishes the same end result, but which can only be told effectively within the confines of a city-based campaign: The city and its people are on the brink of war with a neighboring kingdom which has a long history of resolving disputes through use of force. The city's ruler is exhausting every avenue available in his search for a diplomatic solution. Meanwhile, a conspiracy is afoot to tip the delicate balance and, in so doing, to bring war and ruin to the city. The cabal of conspirators—an organization which has been operating in secret since the time of the last war—is almost exclusively to blame for the increase in hostilities. The current government would have little difficulty stabilizing relations with its warlike neighbors, were it not for the corrupting influence of this organization and its functionaries. When the PCs learn of the conspiracy, they are plunged into an epic, "save the city" plot. With no real proof, the authorities are powerless to take advantage of the knowledge; the PCs must act, or the city will undoubtedly be attacked, and in all likelihood blasted largely to ruin. In this type of story, the characters can combine diplomacy and combat with a race against time to win the day.

Perhaps the most intriguing thing about these types of epic stories is that they can lead to further stories without diminishing their own impact. In the previous example, failure to expose the cabal of conspirators in time means that war and death are definitely coming to town, and nothing anyone can do will stop it. But unlike explosions of mighty artifacts or swaths of draconic destruction, stories of war are horrific without being hopeless and sudden. To wit, let us now discuss. . . .

WAR

Few events drive or change an urban campaign as thoroughly as war. Running wartime adventures in the city provides for all manner of new and interesting challenges.

Active Involvement

When most people think of war in D&D, they see active combat and sieges. This is the more overtly dramatic option, and it lends itself to all sorts of adventures.

Hold the Wall: Perhaps the most obvious adventure during city warfare is to hold the wall against siege. Invading armies might use hordes of foot soldiers, enormous engines of war, constructs such as siege golems (page 126), flying assailants, barrages of spells, or any combination thereof. The PCs must find a means of countering all these methods with the aid of the city's many defenders. Sure, a good solid wall likely holds against orcs on ladders, assuming a sufficient number of defending soldiers, but how to prevent a dragon from flying overhead and strafing the lord's keep? How does one prevent a team of sappers, led by a druid with *move earth*, from tunneling under the defenses? While a siege might seem to be nothing but straightforward combat, it involves tactics, strategy, and investigation as well, as players attempt to anticipate their attackers and find means of heading them off.

Search and Rescue: Rather than defend the city, the PCs might simply try to locate a certain individual, object, or group, and smuggle them out before the invaders find them. Perhaps the capital is only days from falling, and the group must spirit away the last true heir to the throne before she is killed by usurpers. The undead armies of the necromancer Balakur might be seeking the Pristine Goblet of Pelor, which they can use in a foul ritual to render themselves immune to positive energy, and the PCs have to ensure the goblet isn't present when the city surrenders. Or their concerns might be more personal, as they strive to remove their families from harm's way. A search-and-rescue story involves combat against the invaders, sneaking through the front lines, or perhaps even avoiding press gangs who are forcing anyone who can wield a sword to stand on the walls in a hopeless last-ditch defense.

Escape: Rather than spiriting someone or something else out from the invaders' path, the PCs might simply wish to get themselves out of the city before the hammer falls. This involves the same sort of combination of stealth and combat as a search and rescue, but the PCs need not worry about escorting others.

Hiding and Resistance: Rather than fight on the wall, PCs who see the battle as going poorly might choose to go to ground. They hide out until they can drum up a resistance movement against the invaders, launching raids and waging an urban war. It's possible to achieve a quick victory in this fashion, if the invaders are led by a particular vital commander (such as the aforementioned necromancer Balakur, without whom his armies are mostly mindless). In most instances, however, a resistance movement goes beyond a single adventure and might drive an entire campaign, involving a mix of direct combat, espionage, hiding, and infiltration of enemy command structures.

Crowd Control and Shortages: In the event of war, supplies often run low even in the face of strict rationing. PCs might help maintain order, guard emergency supplies, or seek out some means to resupply the city. Alternatively, they might be forced to work against the efforts of their own government, even in the face of invasion, as the city's rich residents hoard supplies and leave the poor to suffer and starve.

Indirect Involvement

Active participation is not the only way to involve a city in a war. A port serves as a staging point for thousands of soldiers going off to fight elsewhere. A trading city becomes a supply hub for the king's forces. A military city, in which the war effort is analyzed and planned, becomes a target for spies and assassins.

Troop Movement and Supply: Thousands of soldiers moving through a city can disrupt the functioning of almost every district. Streets are cordoned off or become impassible. Shopkeepers cannot work, reach their shops, or obtain supplies, and their customers cannot get to them. While local criminal guilds likely lie low, petty crimes such as brawls and drunkenness increase. Military and local officials come into conflict, and dock-owners find their piers reserved for military use. The necessity of feeding and supplying troops—both currently and for their further travels—can cause shortages even in a city that is nowhere near the front lines. PCs might be directly involved in security or supply measures, or might simply be inconvenienced like the rest of the citizens.

Espionage: During wartime, city rulers often grow wary of spies in their midst, and likely with good reason. Adventurers might be hired to hunt down spies or to guard important figures. Alternatively, the PCs might be caught up in the government's crackdown and be declared outlaws, or at least placed under heavy surveillance. This could be due to specific actions on their part, or simply because the city's leaders do not trust adventurers who lack strong military allegiance.

Persecution: Individuals who belong to the culture or region with whom the city is at war face persecution and even violence. If, for instance, a human city is at war with a community of dwarves, all dwarves in that city—regardless of their nationality—could find their shops vandalized or their homes burned, or might even be assaulted in the streets. PCs could find themselves protecting these innocent victims against assailants and even mobs, all the while struggling to find out if any of the "victims" really is an enemy spy.

RACIAL CONFLICT

In some cities, racial interaction is not harmonious. One city might welcome all the standard races, but treat its small goblinoid population as slaves. Another treats most of the standard races as equals, while persecuting those of mixed heritage such as half-elves and half-orcs. A third might be dominated by humans and elves, who treat dwarves as second-class citizens and heavy laborers, while a fourth is so thoroughly human-dominated that all other races are relegated to poverty and underrepresentation in the government.

On a societal level, a persecuted race normally dwells in race-specific districts or ghettos, most of which are quite impoverished. They cannot hold government positions and might be forbidden to serve in the military. In extreme cases, they cannot own property and are permitted to work only the most menial of jobs. These slums have a high crime rate, both because they are full of desperate people, and because the city guard rarely worries about patrolling them (except possibly to watch for signs of social unrest). PCs and adventurers of these persecuted races face overt hostility or at least condescension, and must prove themselves many times over before they earn even half the respect granted to others of their abilities. In some cases, merely owning a weapon or knowing how to cast spells might mark them as criminals.

Sometimes, when conditions grow too difficult to endure, a racial uprising results. In most instances, these revolts are swiftly put down by the better equipped and better trained militia, but if the persecuted population is large enough, or if they have other citizens on their side, they might succeed in actually overthrowing the government, or at least forcing change.

PCs might take it upon themselves to protect the persecuted races from crime and monsters, since the watch will not do so. They might supply the poor districts with goods that those districts cannot legally acquire. They might even take on the city, protecting the persecuted from abuse or attempting to change the legal and cultural status quo.

Racial conflict can be a very sensitive subject. Prejudice is all too common in the real world, and some players prefer that it not rear its head in their games. The DM should be aware of his players' comfort levels and avoid dealing with racial conflict if it appears to be making any of them uncomfortable.

If a city officially and legally persecutes specific citizens, reduce its law rank by 2, and penalize any legal rolls involving members of that race by 4. If the city does not formally condone persecution, but informally allows it, reduce the law rank by 1, and penalize rolls by 2. Most cities that formally oppress one or more races are lawful, while those who informally allow such persecution tend to be chaotic. No good society permits this sort of racial persecution.

CITY LAW

While the degree of enforcement and the severity of the law varies from city to city, the legal system and its agencies are a major part of the urban setting.

LAW RANK AND LEGAL PROCEEDINGS

Dungeon Master's Guide II provides in-depth information on courts, crime, and punishment in D&D cities. For those without access to *DMG 2*, consider the following version of those systems.

Law Rank: The degree to which a city enforces and upholds its laws. It is a measure of the fairness and impartiality of its magistrates and its legal system, as well as their effectiveness. A positive number indicates a reasonably just and fair society, while a negative number indicates rampant corruption or discriminatory practices. Assuming a starting law rank of 0, use the following modifiers to determine the city's law rank.

Table 5–2: City Law Rank Modifiers

Power Center[1]	Modifier
Good-aligned power center	+1
Lawful-aligned power center	+3
Evil-aligned power center	–1
Chaotic-aligned power center	–3

Legal Code[1]	Modifier
No written legal code	–3
Written legal code	+1
Written legal code has existed for 100+ years	+2

Law-Enforcement[2]	Modifier
Very strong efforts at law-enforcement	+2
Moderately strong efforts at law-enforcement	+1
Weak efforts at law-enforcement	–2
Very weak or nonexistent efforts at law-enforcement	–4

Governmental Corruption[2]	Modifier
Almost no governmental corruption	+1
Little government corruption	+0
One-third of officials corrupt	–2
Two-thirds of officials corrupt	–5

Social Standing of Citizens[2]	Modifier
Is never an issue in legal proceedings	+3
Is occasionally an issue in legal proceedings	+1
Is usually an issue in legal proceedings	–1
Is always an issue in legal proceedings	–2

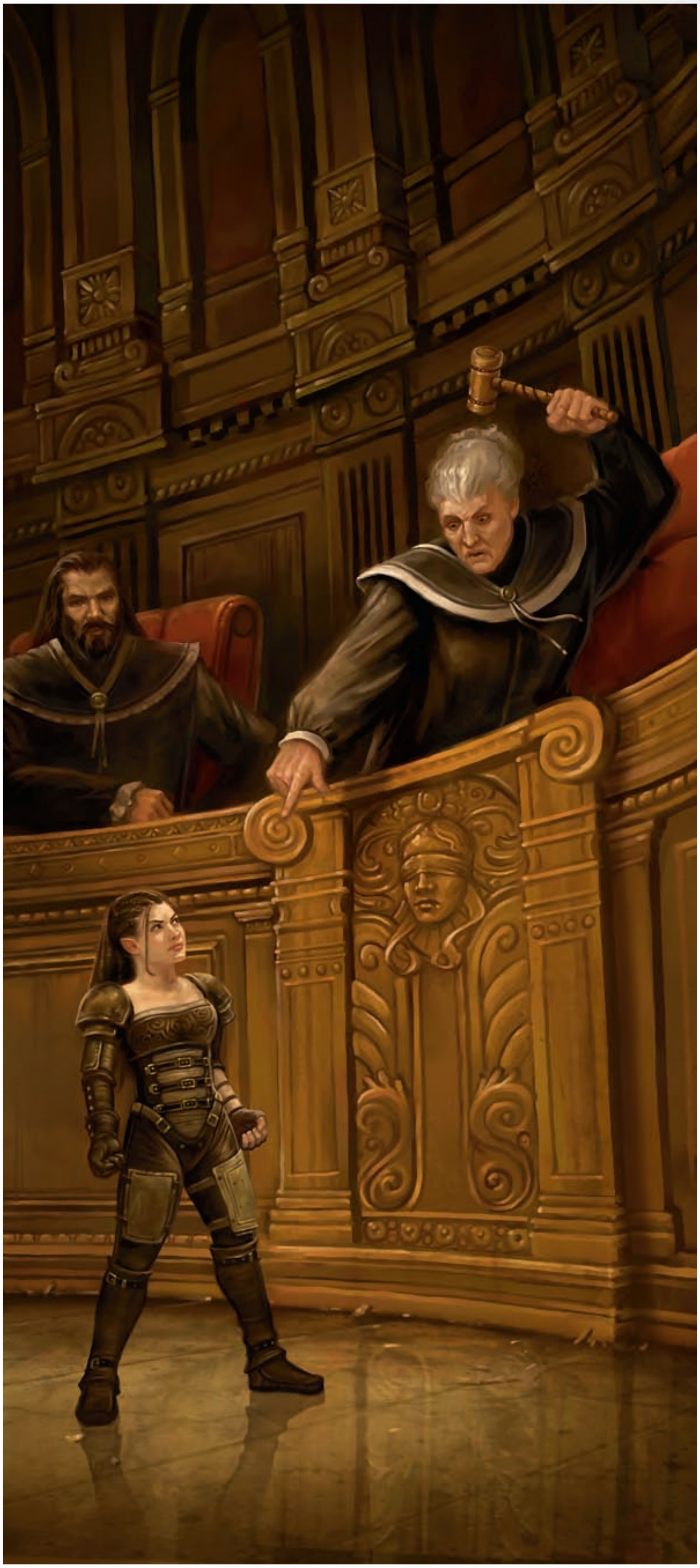
1 Modifiers in these categories are cumulative.
2 Modifiers in these categories are not cumulative; choose one only.

To determine the result of a legal proceeding, roll 1d20 + city's law rank against DC 10. If the party who deserves to win is of high social standing in a city where social standing usually affects legal proceedings, add 2; if this is the case in a city where social standing always affects legal proceedings, add 4. If the check succeeds, the case is judged in favor of the deserving party. If it does not, the case is judged against the deserving party.

All this assumes, however, that the PCs do not take steps to alter the outcome. This system lets the DM determine what will happen if and only if the players do not get involved.

Law Enforcement

While the city watch is a staple of many fantasy cities, the truth is that only a few cities make use of organized police forces. In other cases, the city relies on adventurers and private citizens to apprehend criminals. The government might issue a



Guilty as charged!

Illus. by H. Lyon

writ of outlawry against an individual, posting notices in public places. Anyone capturing or killing an outlaw is entitled to keep the outlaw's possessions, and could earn other rewards as well. Some writs might be issued retroactively, if a criminal is apprehended or slain in the commission of a crime.

Trials

Most cities do not make use of anything resembling a modern trial by jury. Trials are overseen by magistrates or local lords, who have almost total power (within the bounds of the legal code). Some trials are argued, with the conflicting parties or their advocates presenting precedent and evidence until the magistrate makes a decision. Others are decided by mystical interrogation, or trial by ordeal.

Ordeal by Fire: The defendant is thrown onto a pyre, forced to walk across coals, or otherwise exposed to great heat, under the assumption that the gods will protect the innocent from harm.

Ordeal by Water: The defendant is dunked or thrown into deep water, often with weights. Again, the assumption is that the gods will not permit an innocent to drown.

Trial by Combat: The defendant must battle a chosen champion of the court. The winner is declared victorious in the eyes of the gods.

Sentencing

Only a few cities make use of prisons as punishment. In most cases, prisons serve primarily as a place to hold the accused until trial.

Fines: Many petty crimes are punished with fines, often amounting to several times the value of properties stolen or damaged.

Forced Labor: The criminal must serve the city, the victim of his crime, or some other power for a period of months to years. A few must serve for life, becoming little more than slaves.

Exile: Citizens of high standing convicted of serious crimes are often exiled from the city, or even the kingdom.

Execution: Serious crimes (or even petty crimes, in some harsh cultures) are punished by execution. Upper-class convicts are beheaded, while most others are hanged.

Again, see *Dungeon Master's Guide II* for more details on all these topics.

WEAPONS, ARMOR, AND SPELLS

Many cities pass laws restricting the use of weaponry and offensive spells. Specific details might vary beyond the categories presented here, but these provide a baseline from which to work. The DM should decide which of these apply to his city (or cities), regardless of the city's law rank. Use the law rank to determine how thoroughly these laws are enforced and punished.

Some cities allow exceptions to these laws in the case of self-defense, but truly dictatorial systems do not.

Weapon and Armor Laws

Far more common than spell-related laws, statutes restricting the use of weapons exist across most communities and cultures. These laws, obviously, do not apply to city watch, soldiers, or bodyguards licensed to nobles or other important citizens. It's also possible that they don't apply to the PCs, depending on the characters' relationship with the local authorities, but in particularly restrictive cultures—any city where the default is "moderate" or higher on the list below—they might require special permission to carry their gear. Player characters can secure such permission in advance by taking the Special Dispensation feat (see Chapter Two).

None: The city does not restrict the carrying of weapons or the wearing of armor, though people still find themselves in legal trouble if they use those weapons inappropriately.

Lax: Anything larger than a light weapon must be *peacebonded* (magically bound to its scabbard or sheath). Wearing heavy armor in the streets is inappropriate.

Moderate: All weapons must be *peacebonded*. Wearing medium or heavy armor in the streets is inappropriate.

Strict: Light weapons must be *peacebonded*, and no other weapons can be carried in public. Wearing medium or heavy armor in the streets is inappropriate.

Harsh: No weapons or armor can be worn or carried in public.

Spell Laws

Most cities do not restrict spellcasting specifically, instead punishing casters who cause death or destruction just as any other lawbreaker would be. In some instances, however, the government passes laws to moderate the use of spells just as they do weapons.

None: The city has no laws regarding the use of magic.

Lax: Destructive area spells, such as *fireball*, are forbidden, but other spells are permissible.

Moderate: The use of any damaging spell, or any spell that affects another individual against his will, is forbidden.

Strict: No spells can be cast in public without advance permission or a special permit.

Harsh: No spells can be cast in public; even carrying a component pouch or spellbook is illegal.

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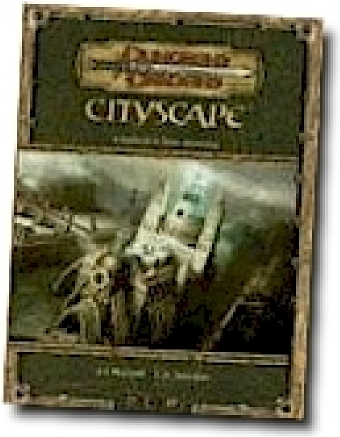
Cityscape, Part 1

Urban Class Features

By Ari Marmell

Even as a city can present different adventuring challenges than other environments, so do heroes with unusual abilities rise to meet those challenges. In a campaign that covers multiple settings, it hardly matters if some characters are more effective in one, and others in another; in fact, such myriad skills are all but essential. In a city-focused campaign, however, a traditional druid or ranger might find her abilities less useful than those of classes such as the rogue or the bard.



Of course, you can gear these classes toward adventuring in the city from the start. The urban barbarian is no wild warrior from a distant land, but a rage-driven streetfighter from the worst neighborhoods. The urban druid still seeks to manipulate the natural world while revering its powers, but she may be more interested in the ebb and flow of the city -- and the living things within -- than in the surrounding woods or distant fields.

Presented here are urban-oriented alternate class features for the barbarian, druid, ranger, scout (*Complete Adventurer*), and spirit shaman (*Complete Divine*) classes. Not all city-dwelling members of these classes possess these features, but the options exist for those who want them. In addition, while the paladin is hardly a wilderness-oriented class, her summoned mount is not appropriate for all city-focused campaigns, so she gains a few alternate class features as well.

Several class features presented here reference feats and mechanics found in *Cityscape*.

City-Shape

The ability to transform into an animal is the hallmark of the druid, so much so that even many urban druids choose to retain it. Some, however, prefer the ability to blend and maneuver within the streets of the city, sacrificing size for a wider range of forms.

Class: Druid.

Level: 5th.

Replaces: If you select this class feature, you do not gain all the aspects of standard wild shape (except for the ability to wild shape into an elemental at high levels, which remains unchanged).

Benefit: At 5th level, the druid gains the ability to transform into an animal, as per the standard wild shape ability. She can do this once a day to start with, but the frequency of her wild shapes increases as per the standard druid advancement chart.

At 8th level, the druid does not gain the ability to transform into Large animals. Instead, she may transform into Small and Medium vermin, as well as animals.

At 11th level, the druid gains the ability to transform into Tiny animals and vermin.

At 12th level, the druid does not gain the ability to transform into plant creatures. Instead, she may transform into an animal- or vermin-based swarm, so long as it fits within her standard wild shaping Hit Die limits.

At 15th level, the druid does not gain the ability to transform into Huge animals. Instead, she gains the ability to transform into Large animals and vermin.

Special: The Natural Spell feat functions with city-shape just as it does standard wild shape.

City Soul

The most powerful druids can transform themselves into elementals, representatives of the building blocks of reality itself. A few urban druids, truly taken with the nature and order of the city, prefer more mundane forms.

Class: Druid.

Level: 16th.

Replaces: If you select this class feature, you do not gain the wild shape (elemental) ability, or later improvements to that class feature.

Benefit: At 16th level, the druid can use her wild shape (or city-shape) ability to become a Small, Medium, or Large animated object (*MM* 13) once per day. These forms are in addition to her normal wild shape uses. In addition to the normal effects of wild shape, she gains all the animated object's extraordinary abilities, as well as many traits of the construct type (low-light vision, darkvision to 60 feet, and immunity to critical hits, poison, disease, paralysis, and stunning).

The precise form must be an object common to the city environment, such as a wagon, a statue, or the like. (Talk to your DM in advance to determine what sorts of forms are available and what are off-limits.)

The druid can assume the form of an animated object twice per day at 18th level, and three times per day at 20th level. At 20th level, she can use this ability to turn into a Huge animated object.

Special: The Natural Spell feat functions with city soul just as it does standard wild shape.

Crowd-Walker

Certain individuals are comfortable among the throngs of citizens in even the most densely packed city. They know how to maneuver deftly through such environs without impediment.

Class: Druid or ranger.

Level: 2nd (druid) or 7th (ranger).

Replaces: If you select this class feature, you do not gain woodland stride.

Benefit: When moving through a crowd, the crowd-walker moves at her normal rate, rather than requiring two squares of movement for every square as is normal. In addition, light debris does not impede her movement, and she treats heavy debris as light debris. Any other sort of rough terrain impedes her normally, however.

Ferocity

Where most barbarians define themselves by nigh-unstoppable rage, a few streetfighters and urban warriors have mastered different techniques. By working up a surge of adrenaline, they hit just as hard, and substantially faster, than their counterparts, while dodging the inevitable counterattack.

Class: Barbarian.

Level: 1st.

Replaces: If you select this class feature, you do not gain rage, or any later improvements to that class feature, nor do you gain indomitable will.

Benefit: Once per day, the barbarian can enter a state of adrenaline-fueled fury, increasing both his physical might and his reaction time. He temporarily gains a +4 bonus to Strength and a +4 bonus to Dexterity, but he takes a -2 penalty on ranged attack rolls beyond short range (30 feet).

He can enter this state as an *immediate* action, even when flat-footed at the start of combat, so he may apply the enhanced Dexterity modifier to his initiative check.

While in a state of ferocity, the barbarian cannot use any Charisma- or Intelligence-based skills (except for Intimidate), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except item creation feats and metamagic feats. Ferocity lasts for a number of rounds equal to 4 + his Constitution modifier (if positive). The barbarian may prematurely end his state of ferocity. At the end of ferocity, he loses the ferocity modifiers and restrictions and become sickened (-2 on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies). Abilities that normally render him immune to being sickened (such as the Strong Stomach feat, *Cityscape* 64) reduce the penalties to -1, but do not remove them entirely.

The barbarian can invoke ferocity only once per encounter. At 1st level he can use this ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level).

Greater Ferocity: At 11th level, his bonuses to Strength and Dexterity during ferocity each increase to +6. In addition, the duration of his ferocity increases to 5 + your Constitution modifier (if positive).

Shifting Stance: At 14th level, while in a state of ferocity, he gains a +1 dodge bonus to Armor Class and Reflex saves.

In addition, while in a state of ferocity, the barbarian can stand from prone as a swift action that does not provoke attacks of opportunity. If a foe that threatens him has a base attack bonus that is 4 points or more higher than his barbarian level, however, she gains an attack of opportunity as normal. (These abilities replace indomitable will.)

Relentless Ferocity: At 17th level, the duration of his ferocity increases to 6 + his Constitution modifier (if positive), and he no longer become sickened at the end of his ferocity. In addition, the dodge bonus granted by his shifting stance ability becomes +2.

Unstoppable Ferocity: At 20th level, the barbarian's bonuses to Strength and Dexterity during ferocity each increase to +8.

Go to Ground

Just as most druids and scouts have an almost supernatural ability to avoid being tracked in the wild, so too have others learned to blend in so fully with the urban throng that nobody remembers their passage.

Class: Druid or scout.

Level: 3rd.

Replaces: If you select this class feature, you do not gain trackless step.

Benefit: When you choose to "lay low," you become all but impossible to find without magical means. All attempts to find you with Urban Tracking (*Cityscape* 64) simply fail outright.

Hidden Stalker

For those who know how to use them, the ever-shifting concealment of the throng and the back alleys of the city provide just as much opportunity for stealth as the shadows of the trees or the early morning fog.

Class: Ranger or scout.

Level: 13th (ranger) or 8th (scout).

Replaces: If you select this class feature, you do not gain the camouflage ability, and your hide in plain sight ability (gained at higher levels) is modified.

Benefit: Upon first gaining this ability, the hidden stalker no longer takes a -5 penalty on Hide checks when moving faster than half speed, nor does she take the standard -10 penalty when attempting to hide during a brief distraction. In addition, the presence of other people within 5 feet is considered sufficient cover for her to hide, making it easy for her to vanish into a crowd.

At the second level of this ability, the hidden stalker gains hide in plain sight, but this ability functions in any urban environment, rather than only in natural environments as written.

Iron Constitution

Natives to the worst and filthiest areas of the city have to contend with stenches and illnesses of a sort rarely found in the wild, yet some have become so inured that they are all but immune.

Class: Druid.

Level: 4th.

Replaces: If you select this class feature, you do not gain resist nature's lure.

Benefit: The druid gains Strong Stomach (*Cityscape* 64) as a bonus feat, even if she does not meet the prerequisites. If she already has this feat, she may instead choose any feat for which she does meet the prerequisites.

In addition, the druid gains a +2 bonus on saves against disease.

Riposte

While most scouts rely on mobility to overcome their opponents, some focus instead on taking advantage of the openings their foes provide in combat when making their own attacks.

Class: Scout.

Level: 1st.

Replaces: If you select this class feature, you do not gain skirmish or any later improvements to that class feature.

Ability: Any time the scout attacks a foe that has made a melee or ranged weapon attack against her within the past round (whether or not the attack hit you), her attack deals an extra 1d6 points of damage. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th).

This extra damage applies only against living creatures that have a discernable anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. She can apply this extra damage to ranged attacks, but only if the target is within 30 feet.

At 3rd level, the scout gains a +1 competence bonus to Armor Class against any creature to which she has dealt riposte damage, as described above. This bonus lasts until the start of her next turn. If she deals riposte damage to more than one creature in a round, she gains this bonus against all of them; it is not limited to a single foe. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

The scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Rival Organization

A few urban rangers, devoted to a particular organization, guild, or church, prefer to focus their studies and their efforts against a rival group, instead of a specific race.

Class: Ranger.

Level: 1st.

Replaces: If you select this class feature, you do not gain favored enemy or any later improvements to that class feature.

Benefit: At 1st level, the ranger chooses one particular organization that he has studied in depth. This could be a guild, a noble house, a church, or any similar specifically defined entity. (See Chapter 3: Politics and Power in *Cityscape* for definitions and samples of these groups.) Due to his knowledge of how the organization operates, he gains a +2 bonus on Bluff, Intimidate, Gather Information, Knowledge (local), and Sense Motive checks made against, or pertaining to, members of that organization. Likewise, due to his heightened awareness around these individuals, he gains a +2 bonus to Armor Class against members of this group.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional rival organization. In addition, at each such interval, the bonus against any one rival organization (including the one just selected, if so desired) increases by 2.

Roof-Dweller

Those who grow up on the streets of the city are often equally at home *above* the streets, where the rooftops provide an unseen highway.

Class: Barbarian.

Level: 1st.

Replaces: If you select this class feature, you do not gain fast movement.

Benefit: The barbarian gains Roofwalker (*Cityscape* 63) as a bonus feat, even if he does not meet the prerequisites.

Additionally, as of 6th level, he need not meet the prerequisites for the Roof-Jumper feat (*Cityscape* 62) if he chooses to take it, though it is not a bonus feat; the barbarian must still spend a feat slot to acquire it.

Skilled City-Dweller

The various wilderness-oriented skills are valuable indeed, but make less sense -- and may prove less useful -- for an urban character.

Class: Any class that has one or more of the "skills replaced," as listed below, on its list of class skills.

Level: 1st.

Replaces: If you select this class feature, you do not gain the "skills replaced" as listed below.

Benefit: The skilled city-dweller gains one or more skills as class skills, at the expense of other skills. If she does not have the proper skill to lose, she cannot gain the skill it grants as an urban benefit.

Note that she need not swap out all these skills. A skilled city-dweller may pick and choose, but she cannot later change her mind.

Skilled City-Dweller

Skill Gained	Skill Replaced
Gather Information	Handle Animal

Knowledge (local)	Knowledge (nature)
Sense Motive	Survival
Tumble	Ride

Stand Fast

While most paladins enjoy the companionship of a summoned mount, those who live amidst large populations often prefer to devote their energies toward protecting those around them and defending the city from outside threats.

Class: Paladin.

Level: 5th.

Replaces: If you select this class feature, you do not gain a special mount.

Benefit: Starting at 5th level, a paladin may use the following two abilities, once per day each, as an immediate action. At 11th level, she may use each ability twice per day, and at 18th level she may use each ability three times per day.

- Add the paladin's divine grace (Charisma modifier) on the saving throw of all allies within 20 feet. She must add this bonus on the same save for each of them; thus, she could add to everyone's Reflex save, or everyone's Will save, but she could not grant some a bonus on Reflex and others a bonus on Will. She does not gain any bonus for using this ability, but neither does she lose her own divine grace bonus. This bonus lasts for 1 round.

- Add the paladin's divine grace (Charisma modifier) on any roll she makes to resist a bull rush, disarm, grapple, sunder, or trip attack. She cannot use this ability when she is making such an attack; it is defensive only.

Streetfighter

The ability to take a blow is valuable, but on the violent and crowded streets of the city, the winner of a brawl or a duel is often the one who can hit hardest and fastest.

Class: Barbarian.

Level: 7th.

Replaces: If you select this class feature, you do not gain damage reduction at 7th level, or any of the improvements to damage reduction at higher levels.

Benefit: The barbarian gains the ability to swiftly bring the fight to his foe and to hit him hard.

- At 7th level, the critical threat range of any charge attack he makes, or any attack he makes against a flat-footed foe, increases by 1. (Thus, a greataxe would threaten a critical hit on a roll of 19 or 20.) This ability stacks with the Improved Critical feat or the *keen* weapon enhancement.
- At 10th level, the barbarian can make a single turn, up to 90 degrees, during a charge.
- At 13th level, the barbarian can charge through squares occupied by his allies or by noncombatants.
- At 16th level, the barbarian can move up to four times his speed when making a charge attack, rather than double.
- At 19th level, the barbarian acquires a "cleaving charge." If he drops an opponent on a charge attack, and he has at least 10 feet of movement remaining, he can immediately make a new charge attack against a second foe. If he drops that foe and still has movement remaining, he can charge a third, and so on until he either fails to drop a foe, or runs out of movement. All the other standard rules for a charge attack still apply, including the fact that he must have at least 10 feet of distance to make the charge.
- Even if he somehow gains the ability to make multiple attacks on a charge (such as with the *lion's charge* spell from the *Spell Compendium*), he must drop the foe on the *first* attack to use this ability. Similarly, he cannot use this ability and Cleave or Great Cleave in the same round.

Urban Companion

The fearsome animal companions who accompany some casters in the wild are indeed a boon in combat, but a hulking wolf or creeping tiger is out of place in an urban environment. Some characters believe that small and subtle is of greater value than massive and mighty.

Class: Druid or ranger.

Level: 1st (druid) or 4th (ranger).

Replaces: If you select this class feature, you do not gain an animal companion.

Benefit: The character gains the companionship of a smaller but far more intelligent creature than she otherwise would have. This is identical to the sorcerer's ability to summon a familiar (*PH* 52), including all benefits granted and gained by the familiar, except as noted below. Her functional level for determining the abilities of the companion is equal to her druid level or one-half her ranger level.

- She does not lose experience points if her urban companion is slain, and she requires only 24 hours to replace one who is lost.
- Her urban companion has total hit points equal to 3/4 her own hit points, rather than half as per a familiar.
- The urban companion gains the ability to speak with other animals of its kind when she has an effective master level of 1st, rather than 7th.
- When she reaches an effective master level of 7th, she can speak with animals of her companion's kind,

> as per *speak with animals*. This is a supernatural ability that functions constantly, and it requires only a free action to reactivate if somehow dispelled.

Urban Sense

Druids native to the sprawling city master a widely differing range of skills than their wilderness-based counterparts.

Class: Druid.

Level: 1st.

Replaces: If you select this class feature, you do not gain nature sense.

Benefit: She gains a +2 bonus on Knowledge (local) checks and Sense Motive checks.

Urban Tracker

Many rangers of the city learn to hunt people down through interrogation and questioning, since following tracks is often all but impossible on the busy streets.

Class: Ranger.

Level: 1st.

Replaces: If you select this class feature, you do not gain Track as a bonus feat.

Benefit: He gains Urban Tracking (*Cityscape* 64) as a bonus feat.

Voice of the City

For some, the ability to make oneself understood in the midst of any culture is of far greater value than the ability to influence the beasts of the wild.

Class: Druid, ranger, or spirit shaman.

Level: 1st.

Replaces: If you select this class feature, you do not gain wild empathy.

Benefit: Through a combination of body language, tone, and expression, the voice of the city can make herself understood by those who do not speak her language, and she can interpret their meaning the same way. Simple concepts that can be conveyed in a few words (such as "Help!" or "Drop your weapon!") can be conveyed automatically. More complex concepts require her to make a roll: d20 + her class level + either her Wisdom modifier (if trying to understand someone else) or Charisma modifier (if trying to make someone else understand her). Roll each only once per conversation. If she fails, she cannot try to communicate with that specific individual via this ability until she has gained a level. (Thus, it is possible, if she succeeds in one roll but fails in the other, to hold a conversation where she can understand the other speaker but he cannot understand you, or vice-versa.)

The DC of the roll depends on creature type and how closely the individual's language is related to any of her own. The ability works most effectively with other humanoids. In this case, if the individual's language uses the same alphabet as any language she knows, the DC is 20. If it does not, the DC is 30. (See Speak Language, *PH* 82, for this information.)

The above DCs increase by 5 if the speaker is a fey, giant, or monstrous humanoid; they increase by 10 if the speaker is an elemental. If the other individual is of any other creature type, she cannot communicate via this ability.

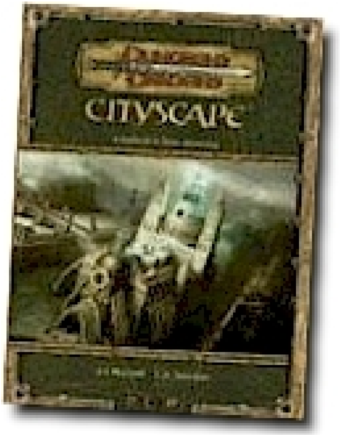
If the speaker is deliberately trying to make himself understood, the voice of the city gains a +2 circumstance bonus on this roll. If she is attempting to interpret his speech from outside normal conversational distance (such as eavesdropping), she takes a -4 penalty on this roll.

In addition, she gains Speak Language as a class skill.

Cityscape, Part 2

Urban Magic

By Ari Marmell



Cityscape presents a variety of new feats, spells, and warlock invocations that were developed in an urban environment or that you can use in a city-based setting. While these are the most prevalent of new tools and tricks for the urban adventurer, however, they are far from the only ones. Other, stranger wielders of magic, from the mysterious shadowcaster to the heretical binders, draw on powers and entities of a particularly urban bent. For those who do not practice such esoteric arts, not only magic items, but also alchemical and entirely mundane tools, exist to enhance the abilities of the city explorer.

Several of the abilities and items herein reference mechanics from *Cityscape*. Both the shadowcaster and the binder can be found in the *Tome of Magic*.

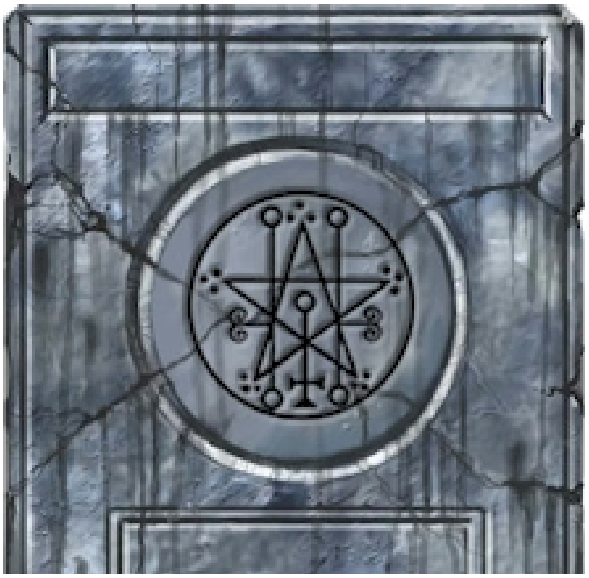
Spirits of the City

Binders do not work their own magics, but instead call upon and bond with vestiges, strange spiritual beings from beyond the known multiverse. While none of these vestiges are entirely unique to large communities, several have both histories and abilities that lend themselves toward urban adventuring.

Astaroth, Unjustly Fallen

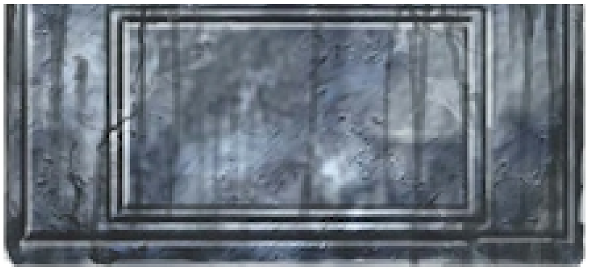
A fallen angel who would never accept responsibility for his own transgressions, Astaroth grants his summoners influence over the behavior of others, knowledge of hidden things, and the ability to sicken enemies.

Astaroth
Vestige Level: 4th
Binding DC: 22
Special Requirement: No



Legend: Scholars know little of Astaroth before his fall, save that he favored constant interference and assistance when it came to mortals, rather than leaving them to develop on their own. Some tales claim that he was responsible for teaching humanoids such techniques as metalworking and even alchemy.

According to ancient writings, Astaroth himself maintains that this was why he fell, cast from Heaven for the "crime" of aiding the



mortal races in their development of civilization. Most theologians, however, remain convinced that the angel was exiled for greater crimes. Legends range from an attempt to usurp the position of some heavenly god, to an effort to raise an entire mortal race to celestial status, to an attempt to turn all mortals away from worship of the gods so that he might be free to influence them as he saw fit. Astaroth admitted to no such defiance, however, and swore to the day of his disappearance that his fall was unjust.

For centuries Astaroth roamed many worlds, mortal and spiritual alike. To the celestials, he was an outcast -- another prideful fallen angel who could not even admit to his errors, let alone atone for them. Yet because he refused to embrace damnation, he found no allies among the fiends either. Eventually he settled among mortals. He watched over them as a guardian and mentor to start, but slowly his obsession with "protecting" the mortals grew uncontrollable. Astaroth became a dictator, restricting even the day-to-day behavior of his subjects to keep them "safe." The fallen angel was finally slain by an uprising within the populace, but none of the Outer Planes would grant his soul any respite. Eventually, with no afterlife to call his own, stripped even of his physical existence, Astaroth simply went -- elsewhere.

Manifestation: Accompanied by the sound of flapping wings and cawing crows, Astaroth manifests as a hideously ugly angel. His limp wings are filthy gray, his features drawn and gaunt, and his eyes yellowed. He carries a viper in his right hand and wears a tarnished crown upon his brow. A horrific stench accompanies him, almost but not quite enough to sicken everyone nearby.

Sign: Your skin yellows, and you emit a foul, unwashed odor. While this odor is not strong enough to impede or distract an opponent, it does attract attention.

Influence: Astaroth's influence renders you incapable of taking responsibility for your own actions. You cannot admit any fault, acknowledge any mistake, or make reparations or apologies for any wrong, no matter the consequences or the evidence against you.

Granted Abilities: Astaroth guided mortals, and he still grants abilities based in knowledge and education. As a fallen angel, and then a vestige, his magics have grown ever grimmer and more distasteful; he also grants powers based on directly controlling and offending others.

Angelic Lore: Astaroth constantly whispers the secrets of reality in the back of your mind, allowing you to draw on his own nigh-infinite knowledge. This functions as the bardic knowledge ability (*PH* 28), based on your effective binder level.

Astaroth's Breath: Once every 5 rounds, you can exhale a 60-foot cone of foul-smelling gas. Creatures within the cone must make a Fortitude save or be nauseated for 1 round and sickened for an additional 1d4 rounds. Those who make the save are merely sickened for 1 round. Creatures immune to poison or disease are immune to this effect.

Honeyed Tongue: You gain a +4 competence bonus on Bluff, Diplomacy, and Intimidate checks.

Master Craftsman: While bound to Astaroth, you gain a +4 competence bonus on all Craft checks. In addition, each time you bind with Astaroth, you may select one item creation feat as a temporary bonus feat. So long as you continue to bind with Astaroth, you may use that feat as though you possessed it normally; you must still spend all standard gold and XP for any item you create, and you must still provide all necessary spells for a given item.

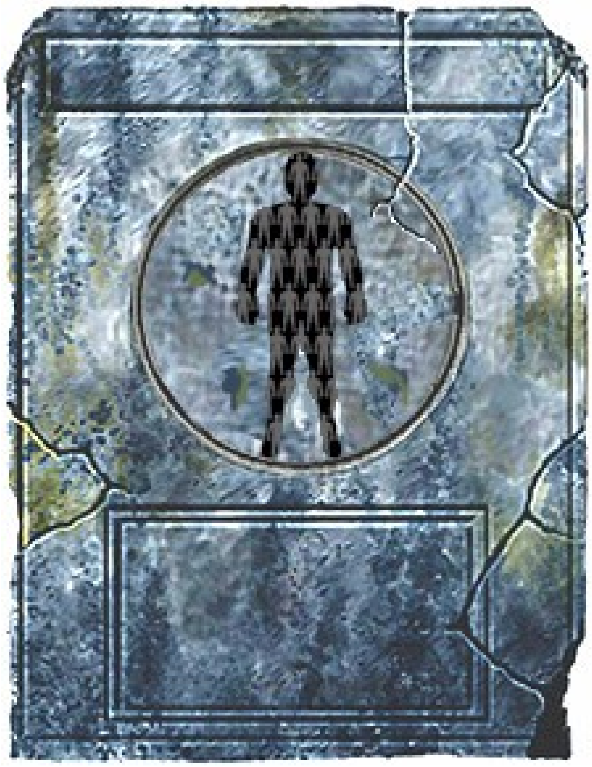
If your effective binder level is not at least as high as the necessary caster level to take a specific item creation feat, you cannot choose that feat. For instance, a 4th-level binder could not choose any item creation feat with a prerequisite of caster level 5th or higher.

Word of Astaroth: You may make a *suggestion*, as the spell, with a caster level equal to your effective binder level. You must wait 5 rounds before attempting another *suggestion*, and at any given time, you may only have a total number of people under the effects of this ability equal to your Charisma bonus.

Desharis, the Sprawling Soul

The first of the "city-born fey," represented today by such creatures as the zeitgeist (*Cityscape* 138) and the gray jester (*Heroes of Horror* 151), Desharis is a boon to those who work to spread civilization, and anathema to most fey and worshipers of the wild. He grants binders shelter against the dangers of the wild, and he provides powers to carve out their own niche against nature.

Desharis
Vestige Level: 6th
Binding DC: 27
Special Requirement: Yes



Legend: According to ancient myths, the earliest true community was a human village called Desh, or "shelter" in the old tongue. Here the people dwelt together for protection against predators, and they first constructed structures rather than use existing shelters for protection against the elements. (For more on the legend of Desh, see *Races of Destiny*.)

This legend itself is neither uncommon nor unknown today. What few realize, however, is how swiftly the natural and magical worlds adapt to changes within. Desh was not merely the first community, but it also birthed the first urban fey, a distant ancestor of what would become the mighty zeitgeist.

Desharis knew nothing of his own origins. He knew only that of his two conflicting urges -- one to protect the sanctity of the natural world, the other to defend Desh and the people therein -- the latter was by far the stronger. Invisibly, he worked to stave off attacks from predators; to keep the village free of plague; and to aid its inhabitants when other humanoids attempted to raid Desh for its supplies. While the people of Desh thanked the gods and spirits for their fortune, however, they never knew of Desharis himself. The other fey of the world, horrified at the notion of a spreading society that might supplant the natural order, counted Desharis a traitor. They worked to thwart his efforts and even destroy him. Though he was, in effect, the very embodiment of community, Desharis was ever alone.

Desharis grew bitter at the disdain of the other fey, and some suggest that he inspired the spread of civilization as vengeance against them. Whatever the case, Desharis spread as the notion of community did, growing ever more diffuse, ever larger. Though he gained in size and influence, he gained nothing in the way of power; smaller villages added nothing to his abilities, and larger communities frequently birthed their own urban fey. Eventually, the spirit of community was too diffuse and spread out to exist as a being at all -- and yet, as the embodiment of civilization, now a permanent part of the world, he could not entirely fade away.

Special Requirement: If you have gone more than a day without binding Desharis, you may only draw his seal in a village or larger city. Attempts to do so elsewhere fail outright. You can, however, "carry" Desharis into the wild; this is why you may continue to summon him, even outside the urban environment, if you have not allowed more than a day to lapse since you last did so.

Manifestation: Desharis appears with the sound of a hundred distant voices talking and shouting, though specific words remain completely unintelligible. A veritable mob of individuals appears as from a great distance, as though the air above his seal had become a window to some other place. As the mob approaches, these bare silhouettes meld together even as they take on greater details, eventually combining to form a single humanoid shape standing 10 feet in height. Though the silhouettes look human, Desharis himself appears made of equal amounts of stone, wood, metal, and glass.

Sign: While hosting Desharis, your eyes turn to glass. Anyone meeting your gaze sees the movement of multiple silhouettes behind them, as though looking through a window at a busy street.

Influence: Under Desharis's influence, you cannot stand to be alone, and the more people you have around you, the better. You never voluntarily accept any task that requires you to be alone, and you argue vigorously against options that would split the party. If you have the opportunity to socialize with large groups of people (such as entering a boisterous tavern), you must take it unless doing so is overtly harmful, or you have reason to suspect the individuals are hostile to you.

Granted Abilities: Desharis grants abilities that reflect his desire to protect the civilized peoples of the world, plus provides a few that show his anger at the fey and other creatures of nature.

City-Dweller: While hosting Desharis, you move at your normal rate when moving through a crowd, rather than requiring two squares of movement for every square as is normal. In addition, you gain a +6 competence bonus on Gather Information and Knowledge (local) checks (and may use the latter even if you have 0 ranks in it).

Infinite Doors: Once per day, you can pass through an exterior doorway (one that leads from inside a building to outside), and appear through another exterior doorway within 3,000 yards. The two doors must both be set in buildings made of similar materials; for instance, you could pass from a wooden building to another wooden building, or a stone building to another stone building. You can either select a specific door with which you are familiar as the destination, or simply declare that you are appearing through the closest appropriate door to a given distance. (If no appropriate portal exists within range or in the direction you wish to travel, the effect does not function.) This is a teleportation effect.

Language of the City: You can speak with any humanoid, as per the *tongues* spell.

Smite Natural Soul: You may attempt to smite an animal, elemental, fey, or plant with a single melee attack. You add your Charisma bonus (if any) to the attack roll and deal 1 extra point of damage per effective binder level. If you accidentally smite a creature that is not one of the above types, the attempt has no effect. Once you have used this ability, you cannot do so again for 5 rounds.

Spirits of the City: You can *animate objects*, as the spell, as a caster of your binder level. Once you have used this ability, you must wait 5 rounds after the effect has expired, or all the objects have been destroyed, before you may do so again.

Shadows of the City

Binders are not the only practitioners of strange magics operating in the bustling city. The night-touched shadowcaster draws her power from the Plane of Shadow, and the dark and twisted reflection of the material world cast therein. And nothing, an urban shadowcaster would tell you, casts a longer or darker shadow than tall buildings and endless winding streets.

Apprentice Path Mysteries

Night's Long Fingers
1 Quicker than the Eye: Gain bonus on Sleight of Hand checks; use Sleight of Hand at a distance.
2 Trail of Haze: Touched target emits a trail of shadowy mist only you can see.
3 Umbral Fist: Make special attacks at a distance.

Darkened Alleys
4 Fearful Gloom: Area of shadow causes fear in all who enter.
5 Sickening Shadow: Area of shadow causes illness in all who enter.
6 Deadly Shade: Area of shadow enhances or dampens damage dealt within.

Master Path Mysteries

Shadowscape
7 Grasping Shadows: Tendrils grapple foes and cause blindness.
8 Menagerie of Darkness: Transform nearby animals and vermin into shadow creatures and gain control over them.
9 Black Labyrinth: Shift portions of the real world into Shadow and vice-versa, creating a bewildering array of effects.

New Mysteries

Black Labyrinth

Master, Shadowscape
Level/School: 9th/Conjuration (Creation)
Range: Long (400 ft. + 40 ft./level)
Area: One-mile-radius spread, centered on a point in space
Duration: 24 hours/2 levels (D)
Saving Throw: Will partial; see text
Spell Resistance: No

The air blackens, the shadows of the alleys lengthen, and the wind shrieks as the Shadow and Material Planes collide.

Black labyrinth causes substantial disorientation within the area it affects. Direction and distance become impossible to determine, as the world itself bends and twists.

- All attacks have a 50% miss chance.
- Area effects with a source or target within the *black labyrinth* have a 20% chance of improper placement. If this occurs, the spell is centered 1d4 x 5 feet in a random direction from where the caster intended. To determine direction, use the rules for a missed splash weapon (*PH* 158).
- All Search and Spot checks take a -10 penalty.
- Any movement, from a 5-foot step to a full run and everything between, occurs in a random direction. (Again, use the rules for a missed splash weapon to determine direction.) Reroll any result that places the creature in an "illegal" space (in another creature's area, within a wall, and so on). A random roll that results in a fall off a ledge (or a similar mishap) *is* allowable. A successful Will save negates this particular effect, but that save must be repeated for each round of movement.
- Any teleportation effects with a destination inside the *black labyrinth* deposit their passengers 1d% x 5 feet from the intended destination. If this would put them inside a solid object, treat as a mishap as described in the *teleport* spell. If this would send them outside the mystery's area, roll again. A teleport effect cast within the *black labyrinth* and intended to transport the subject to a point outside the affected area requires a successful Will save; failure indicates that the subject instead teleports to a random point within the *blacklabyrinth*.

When within your own *black labyrinth*, you are immune to the last two effects (movement and teleportation), but not the others. You may attempt to guide your companions through the *labyrinth*; this does not allow them to find their way automatically, but it does grant them a +4 bonus on Will saves to resist those two effects.

Deadly Shade

Initiate, Darkened Alleys
Level/School: 6th/Necromancy [darkness]
Range: Close (25 ft. + 5 ft./2 levels)
Area: 30-ft.-radius emanation
Duration: 1 round/level (D)
Saving Throw: Fortitude negates; see text
Spell Resistance: Yes

Tendrils of darkness flow from the ground like smoke, filling the area with writhing, shifting darkness. A cold draft *washes over your soul even as the tendrils rise.*

The area of *deadly shade* is filled with shadowy illumination, as per *darkness* (*PH* 216). In addition, each time you invoke this mystery, decide if you wish the spell to deal or absorb damage.

If you choose to deal damage, anyone within the area who suffers hit point damage from any source must make a Fortitude save. Failure indicates that the subject gains a negative level. Success prevents the negative level, but if the individual is damaged again within the area, he must attempt a new save. These negative levels fade in 1 hour per caster level, and they never cause permanent level loss.

If you choose instead to have the *deadly shade* absorb damage, all creatures within the area gain DR 4/-- and energy resistance 4 against all energy types. (This stacks with other forms of resistance or other sources that grant DR X/--.)

Fearful Gloom
Initiate, Darkened Alleys
Level/School: 4th/Necromancy [Darkness, Fear, Mind-Affecting]
Range: Close (25 ft. + 5 ft./2 levels)
Area: 30-ft.-radius emanation
Duration: 1 round/level (D)
Saving Throw: Will partial; see text
Spell Resistance: Yes

Plumes of blackness swiftly fill the air like a viscous fog. The shifting of shadow and mists just barely suggests the presence of screaming faces and indescribable horrors lurking in the dark.

The area of *fearful gloom* is filled with shadowy illumination, as per *darkness* (*PH* 216). All creatures within the area, or who enter it, must attempt a Will save or become frightened; on a successful save, they are shaken instead. If the creature has fewer than 5 HD, it is panicked on a failed save and frightened on a success. Creatures within the area must repeat the save each round until they either fail or leave the area. Once a creature has left the *fearful gloom*, the effects last an additional 2d6 rounds.

Grasping Shadows
Master, Shadowscape
Level/School: 7th/Conjuration (Creation)
Range: Medium (100 ft. + 10 ft./level)
Area/Target: 20-ft.-radius spread
Duration: 1 round/level
Saving Throw: Will partial
Spell Resistance: See text

Stalks of shadows burst from the ground, as though desperate to escape the bonds of the earth, and immediately flail at everyone nearby.

This mystery creates an area of grasping tendrils that function as the spell *Evard's black tentacles* (*PH* 228), with one additional hazard: Anyone successfully grappled by a tentacle must attempt a Will save or go blind. A successful save means the individual is safe from blinding during that particular grapple, but if she escapes and is then regrappled, she must make another saving throw. The blindness is permanent until magically cured.

Menagerie of Darkness
Master, Shadowscape
Level/School: 8th/Transmutation
Range: 30 ft.
Area: 30-ft.-radius emanation centered on you
Duration: 10 minutes/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

Nearby animals and vermin abruptly shudder. Their mouths and eyes gape wide as a torrent of blackness flows into them from the surrounding gloom.

Any animals or vermin within the emanation, or who enter it, must make a Will save or immediately take on the aspects of their shadow selves, temporarily gaining the dark creature template (*Tome of Magic* 158). You gain control over these animals, as per the spell *dominate animal* (*PH* 224). You can command any number of them as a single move action if you are giving them all the same orders. If you wish to give different commands to different animals or vermin, however, you must spend a move action on *each* order.

At any given time, you may have a total number of Hit Dice of animals and vermin under your control equal to 4 x your caster level.

Menagerie of darkness does not affect animals or vermin with Hit Dice higher than your caster level.

Quicker than the Eye
Apprentice, Night's Long Fingers
Level/School: 1st/Transmutation
Range: Personal
Target: You
Duration: 1 minute/level (D)

A faint layer of shadow flows like ink over your hands, staining them pitch black -- and then, in an instant, they appear normal once more.

You gain a +5 enhancement bonus on Sleight of Hand checks (which you can now attempt even if you have no ranks in that skill). This bonus increases to +10 at 5th level, and +15 at 10th level. In addition, if you invoke *umbral hand* (*Tome of Magic* 152), you may attempt Sleight of Hand checks through it.

Sickening Shadow
Initiate, Darkened Alleys
Level/School: 5th/Necromancy [Darkness]
Range: Close (25 ft. + 5 ft./2 levels)
Area: 30-ft.-radius emanation
Duration: 1 round/level (D)
Saving Throw: Fortitude partial; see text
Spell Resistance: Yes

An oily black smoke rolls out of nowhere, obscuring sight and sound. It leaves a distasteful residue on *everything within, and the scent is one of open sewers and putrefied flesh.*

The area of *sickening shadow* is filled with shadowy illumination, as per *darkness* (*PH* 216). All creatures within the area, or those who enter it, must attempt a Fortitude save or be nauseated. Those who succeed are merely sickened. Creatures within the area must repeat the save each round until they either fail or leave the area. Once a creature has left the *sickening shadow*, the sickened effect lasts for 2d6 rounds. Nausea lasts for 1d4 rounds and is then followed by an additional 2d6 rounds of being sickened.

Trail of Haze
Apprentice, Night's Long Fingers
Level/School: 2nd/Illusion (Phantasm)
Range: Touch
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: Will negates
Spell Resistance: No

At your touch, the target seems almost to leak. A tiny plume of jet-black mist emerges from his flesh, first in a trickle, then an ever-increasing stream.

The mist emerging from the subject is an illusion that only you can see. It constantly drifts from the subject to your location, providing a nearly foolproof way of finding and identifying the subject. The trail stretches for a number of miles equal to half your shadowcaster level, so it is possible for the target to escape your detection if he moves fast enough (or *teleports*). If the subject leaves the plane, the trail ends, though it resumes if he returns before the duration expires. The haze allows you to track the target, identify him if he disguises himself, or even locate the square he is in should he become invisible.

Umbral Fist
Apprentice, Night's Long Fingers
Level/School: 3rd/Transmutation
Range: Personal
Target: You
Duration: 1 round/level (D)

Your hand turns jet black and seems to flicker as tiny wisps of shadow constantly leak from between your fingers and disappear.

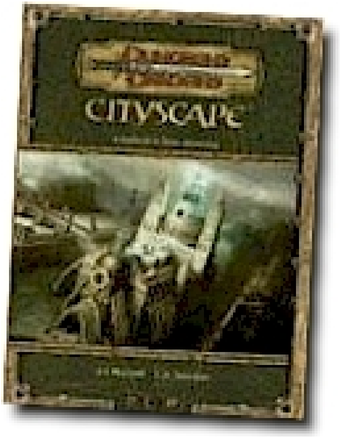
For the duration of this mystery, you can, as a standard action, make a special attack against any foe within medium range (100 ft. + 10 ft./level). You must have line of sight to the target.

You can make any one of the following special attacks: bull rush, disarm, or trip. For purposes of adjudicating these attacks, make your touch attack as normal, if one is necessary. When actually resolving the opposed roll, however, substitute your caster level for your base attack bonus and either your Intelligence or Charisma modifier (your choice) for your Strength. Because the attack is made at a distance, it does not draw an attack of opportunity that such an attack would draw under normal circumstances, nor can your foe attempt to perform the same maneuver on you in turn, even if such is normally allowed.

Cityscape, Part 3

Urban Tools

By Ari Marmell



Cityscape presents a variety of new feats, spells, and warlock invocations that were developed in an urban environment or that you can use in a city-based setting. While these are the most prevalent of new tools and tricks for the urban adventurer, however, they are far from the only ones. For those who do not practice such esoteric arts, not only magic items, but also alchemical and entirely mundane tools, exist to enhance the abilities of the city explorer.

Several of the abilities and items herein reference mechanics from *Cityscape* . For

Tools of the Trade

The city poses unique challenges, and many a creative craftsman or skilled wizard has risen to meet those challenges. Presented here are a number of items particularly suited to urban adventuring.

Alchemical Items

Alchemical items often seem like magic to the ignorant, though they are less potent than true magic. The items below include the Craft DC to create them.

Alchemical Items

			Craft (alchemy)
Item	**Weight**	**Cost**	**DC**
False Paper	*	15 gp	20
Liquid Light	*	25 gp	22
Sewer Mask	*	30 gp	25

* No significant weight

False Paper: This "item" is actually a pair of separate substances: a thick viscous liquid and a thinner fluid. When poured over paper, the thicker liquid forms an extremely thin layer of what appears to be blank paper. The writing remains, but it is hidden behind what looks like a blank sheet. Only a DC 35 Search check reveals that the paper is dual-layered. The owner can write on this new layer, or leave it blank, as he chooses.

Applying the second fluid causes the top layer to disintegrate (along with anything written on it), revealing the original writing beneath. This has proven to be an effective means of smuggling hidden messages into or out of a city, or even -- although it costs a great deal -- a means of hiding a spellbook from prying eyes.

The cost given is for enough false paper to cover, and then reveal, a single sheet. You may add multiple layers of false paper to a single sheet, but each layer after the first reduces the DC to detect the false paper by 5.

Liquid Light: This viscous fluid is a bright yellow hue and glows faintly in the dark. A flask of liquid light can be thrown as a splash weapon (*PH* 158). Treat this as a ranged touch attack with a range increment of 10 feet. A direct hit imposes a -8 penalty on the target's Hide checks; anyone within 5 feet is splashed and takes a -4 penalty. The paint glows for 1d4 hours, then fades. It can be washed off with soap and water; this takes 3d4 minutes.

Sewer Mask: This is a small fabric-and-leather mask that is worn over the nose and mouth. The alchemical substances within grant the wearer a +5 circumstance bonus on saves against airborne disease, inhaled toxins, and nonmagical effects that cause the sickened or nauseated conditions. Each mask is good for 2 hours of use.

Hidden Weapons

Many cities have laws against carrying arms, and even where this is not the case, certain institutions disallow weapons within their halls. The items described below may get around such restrictions (and are illegal in many communities).

In addition to standard attributes, the hidden weapons listed below include a Search DC. Anyone who fails this check, or who does not specifically search the bearer, does not recognize these items as weapons.

Masterwork versions of these weapons, in addition to adding the normal benefits, also increase the Search DC by 5.

Hidden Weapons

Martial Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type	Search DC
One-Handed Melee Weapons								
Cloak, weighted	95 gp	1d4	1d6	x2	--	5 lb.	Bludgeoning	25
Swordcane	60 gp	1d4	1d6	18-20	--	3 lb.	Piercing	25
Ranged Weapons								
Lute-bow	250 gp	1d4	1d6	x3	40 ft.	5 lb.	Piercing	30

Cloak, Weighted: This cloak has an unusually thick lining at the bottom, which is filled with lead shot, a thin chain, or some other weight. When held with the other end wrapped around the hand, it can be wielded much as a flail, including bonuses to disarm and the ability to trip.

Lute-Bow: The upper layer of wood to which the strings are attached can be rotated with a standard action, so that the strings now lie perpendicular to the lute itself. The wood and the strings are treated to offer extra strength and resistance, allowing them to flex like a bow. Although it is held horizontally, like a crossbow, it is a hand-fired weapon, so it resembles a shortbow in usage.

Swordcane: This is the classic "rapier hidden in a cane."

Magic Armor and Shield Special Ability

Sentinel

Price: +15,120 gp
Caster Level: 7th
Aura: Moderate; (DC 13) divination
Activation: Standard (command)

This shield almost gleams, polished as it is to a mirrorlike sheen.

The sentinel ability is almost always added to shields, though it is technically possible to add it to the helm or breastplate of a suit of armor. Each sentinel shield (or armor) is irrevocably tied to a small mirror, which was created as part of the process at the same time as the shield itself. As a standard action, the bearer of the shield can cause an image of whatever the shield is facing to appear in the mirror, not unlike a *scrying* spell. The person with the mirror sees everything in a 120-foot cone in front of the shield (or less if the ambient light reduces visibility below 120 feet). This effect is blocked by any effect that blocks *scrying* . The connection can be severed as a move action.

This ability can be activated three times per day for up to 7 minutes at a time.

If either part of the pair -- the shield and the mirror -- is destroyed, this ability is lost.

Prerequisites: Craft Magic Arms and Armor, *scrying.*

Cost to Create: 7,560 gp, 605 XP.

Magic Weapon Special Ability

Assassination

Price: +1
Caster Level: 7th
Aura: Moderate; (DC 13) divination
Activation: --

The striking surface of this weapon is jet black. Although it shows little sign of use, you cannot help but picture it covered in freshly spilled blood.

An assassination weapon deals an extra 1d6 points of damage against a foe who is flat-footed or otherwise denied a Dexterity bonus to AC, or who is flanked. If the wielder deals sneak attack damage from other sources, such as levels in the rogue class, the extra damage stacks.

In addition, the weapon seems to eagerly drink in poison. The wielder never risks poisoning herself when applying poison to an assassination weapon, and the save DC of any poison applied to the weapon increases by an amount equal to the weapon's enhancement bonus. (Thus, a *+1 assassination dagger* increases the DC of any applied poison by 1, while a *+3 assassination dagger* increases the DC by 3.)

Prerequisites: Craft Magic Arms and Armor, *true strike* , sneak attack +2d6.

Cost to Create: Varies.

Specific Weapon

Bolt of Arrest

Price (Item Level): 307 gp (2nd); 1,407 gp (5th) for greater version
Body Slot: -- (held)
Caster Level: 3rd (7th for greater version)
Aura: Faint; (DC 11) enchantment (Moderate; [DC 13] enchantment for greater version)
Activation: -- (ammunition)
Weight: --

A shaft of dark wood, with tiny runes etched along its length, terminates in a black iron head with four razor-edged foils.

Any humanoid struck by this *+1 bolt* must make a DC 12 Will save or be paralyzed, as per the *hold person* spell.

Although rare, a few samples exist of a greater version of the *bolt of arrest* , which affects all creatures (except those immune to mind-affecting effects) and has a save DC of 16.

Prerequisites: Craft Magic Arms and Armor, *hold person* (greater version requires *hold monster*).

Cost to Create: 150 gp (plus 7 gp for masterwork bolt); 12 XP (greater version 700 gp [plus 7 gp for masterwork bolt]; 56 XP.

Wondrous Items

Duo-Dimensional Jug

Price (Item Level): 1,000 gp (4th)
Body Slot: -- (held)
Caster Level: 5th
Aura: Faint; (DC 12) transmutation
Activation: Standard (command)
Weight: 8 lb.

This appears to be a perfectly normal jug, though it's perhaps a bit nicer and cleaner than most.

A *duo-dimensional jug* contains two interiors -- one accessed normally, and one in an extradimensional space -- each of which can hold up to a gallon of liquid. By speaking the command word as you remove the cork, you can access the extradimensional space instead, filling it or emptying it as you choose. Anyone who removes the cork without saying the command word accesses the jug's normal contents.

Only liquids can be placed within the extradimensional space. This is particularly useful for smuggling poisons, potions, or the like, though it can be used simply to keep one's companions out of the good wine.

Prerequisites: Craft Wondrous Item, *rope trick.*

Cost to Create: 500 gp, 40 XP.

Guardian's Lantern

Price (Item Level): 7,750 gp (11th)
Body Slot: -- (held)
Caster Level: 7th
Aura: Moderate; (DC 13) divination and evocation
Activation: Standard (manipulation)
Weight: 2 lb.

The light dancing within flickers off the polished brass hood and handle of this lantern. The glass emits a faint glow, almost independent of the fire within.

This hooded lantern requires no fuel, and it burns with no heat. It is activated or deactivated by turning a knob at the top. In addition, all weapons glow when brought within the lantern's 60-foot radius of dim illumination, and all invisible creatures glow when they come within the lantern's 30-foot radius of bright illumination. (See *detect weaponry, Cityscape* 66, and *see invisibility* ; the *lantern* detects or fails to detect targets as per these spells.) This glow is visible only to the person who manipulates the lamp's knob. The manipulator need not be holding the lamp for these effects to be noticeable to her, but she must be within 5 feet of it.

The lamp can be used for up to 1 hour a day. The time need not be consecutive, but each use rounds *up* to the next 10-minute interval.

Prerequisites: Craft Wondrous Item, *continual flame, detect weaponry* , *see invisibility.*

Cost to Create: 3,785 gp, 310 XP.